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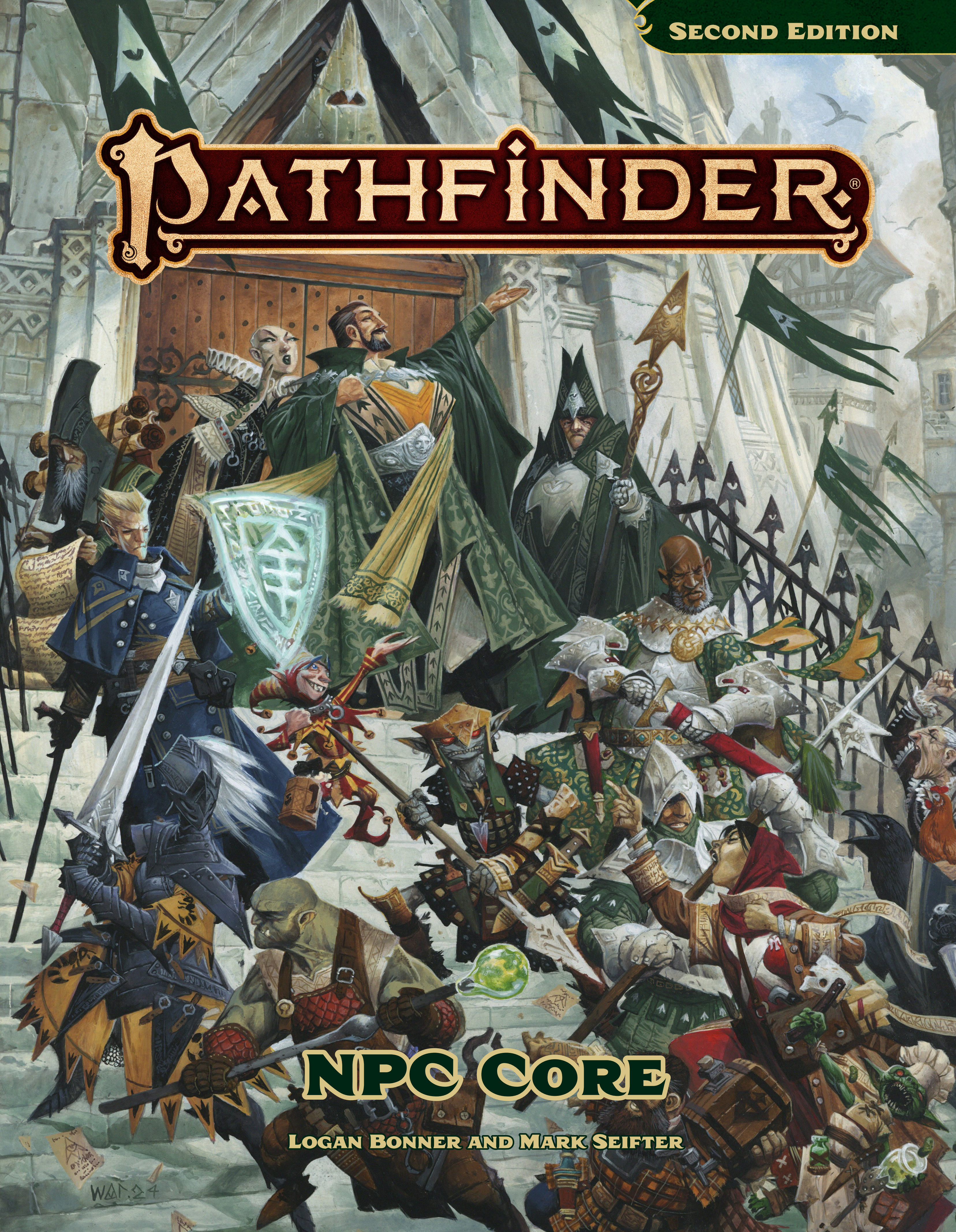
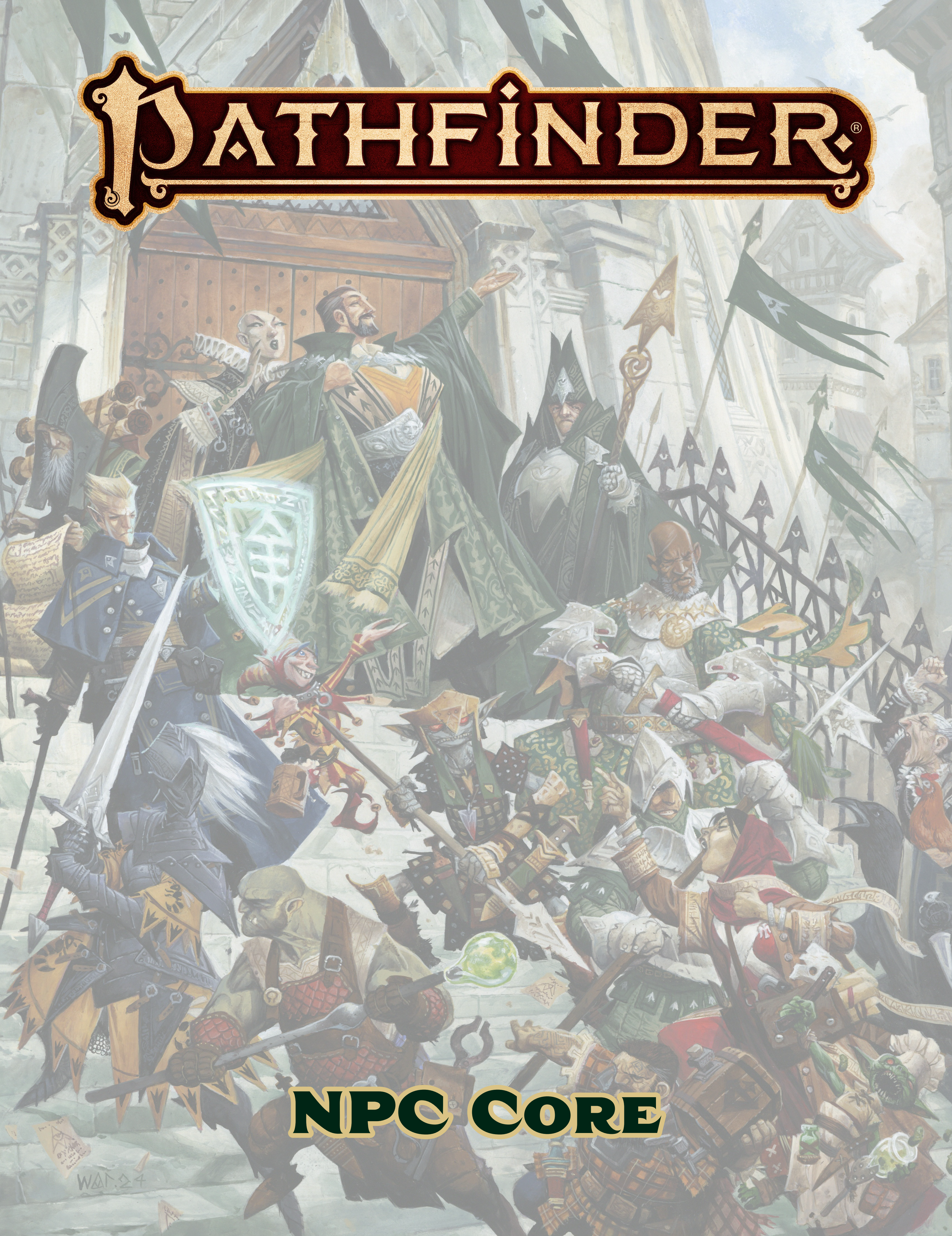


NPC CORE

LOGAN BONNER AND MARK SEIFTER

PATHFINDER®



NPC Core

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This book refers to several other Pathfinder products; however, these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder hardcovers can find the complete rules of these books available for free at **paizo.com/prd**.

MC ***Monster Core***
PC2 ***Player Core 2***

INTRODUCTION

Welcome to *Pathfinder NPC Core*! Here you'll find hundreds of characters to populate your towns, castles, guildhouses, slums, caravans, and even the wilds beyond. To use this book, you'll need the rules and guidance of *Pathfinder Player Core* and *Pathfinder GM Core*.

Each section of this book includes a group of related creatures, presenting their game statistics, illustrating their place within the game world, and providing details about their behavior or society. Chapter 1 includes broadly useful human NPCs, Chapter 2 covers a few iconic NPCs for non-human ancestries, and the appendix contains numerous tools, from pets to spell lists to a relationship subsystem.

PLAYING CREATURES

This section provides the basics for using the creatures in this book. It guides you through the process of reading and understanding creature statistics so you know how to present a creature as a threat or ally in and out of combat, and notes how to adjust creatures to the needs of your game.

Reading Creature Statistics

Each creature's rules appear in a stat block, with a structure similar to those of feats, spells, and magic items. Because creatures have more abilities than those game elements, however, their statistics include more entries, many of which have special formatting.

A creature's traits line sometimes begins with a rarity; if the creature's rarity is common, no rarity is listed. The next entry is the creature's size (Tiny, Small, Medium, Large, Huge, or Gargantuan). Any other traits are then listed alphabetically.

Actions and activities the creature can use have the appropriate icons next to those abilities' names noting how many actions they require. A creature always has the requisite proficiency ranks or other abilities required to use what's listed in its stat block. For instance, a spellcasting creature can perform the Cast a Spell activity, and a creature is never untrained with any of its items.

Some abilities are abbreviated in stat blocks, with their full text in the Ability Glossary on pages 230–231.

CREATURE NAME — CREATURE (LEVEL)

RARITY | SIZE | OTHER TRAITS

Perception The creature's Perception modifier is listed here, followed by any special senses.

Languages The languages for a typical creature of that kind are listed here, followed by any special communication abilities. If a creature lacks this entry, it can't communicate with or understand another creature through language.

Skills The creature is trained or better in these skills. For untrained skills, use the corresponding attribute modifier.

Attribute Modifiers The creature's attributes are listed here.

Items Any significant gear the creature carries is listed here.

Interaction Abilities Special abilities that affect how a creature perceives and interacts with the world are listed here.

AC, followed by any special bonuses to AC; **Saving Throws** A special bonus to a specific save appears in parentheses after that save's bonus. Any bonuses to all three saving throws are listed after the three saves.

HP, followed by automatic abilities that affect the creature's Hit Points or healing; **Immunities; Weaknesses; Resistances** Any immunities, weaknesses, or resistances are listed here.

Automatic Abilities The creature's auras, any abilities that automatically affect its defenses, and the like are listed here.

Reactive Abilities Free actions or reactions that are usually triggered when it's not the creature's turn are listed here.

Speed, followed by any other Speeds or movement abilities.

Melee ◆ The name of the weapon or unarmed attack the creature uses for a melee Strike, followed by the attack modifier and traits in parentheses (some weapon traits, such as deadly, include their calculations for convenience). If a creature has any abilities or gear that would affect its attack modifier, such as a weapon with a *+1 weapon potency* rune, those calculations are already included, **Damage** amount and damage type, plus any additional effects (this entry is Effect if the Strike doesn't deal damage).

Ranged ◆ As Melee, but also lists range or range increment with traits, **Damage** as Melee.

Spells The entry starts with the magical tradition and whether the spells are prepared or spontaneous, followed by the DC (and spell attack modifier if any spells require spell attack rolls). Spells are listed by rank, followed by cantrips. A spell prepared multiple times lists the number of times in parentheses—for example, "(×2)." Spontaneous spells list the number of spell slots after the spell rank.

Innate Spells These are listed like other spells, but can also include constant, at-will, and focus spells. Spells that can be used an unlimited number of times list "(at will)" after the spell's name. Constant spells appear at the end, separated by rank. Rules for constant and at-will spells appear on page 230 in the Ability Glossary.

Focus Spells If a creature has focus spells, this entry lists the spells, the spells' rank, the Focus Points in the creature's focus pool, and the DC.

Rituals Any rituals the creature can cast appear here. The creature can choose to automatically succeed without rolling on any of these rituals or can roll normally.

Offensive or Proactive Abilities Any actions, activities, or abilities that automatically affect the creature's offense, as well as free actions or reactions that are usually triggered on the creature's turn, appear here in alphabetical order.

ADJUSTING CREATURES

This section guides you through some basic strategies you can use to adjust an NPC's power level and specifics.

Combat Power

In many cases, you can make relatively minor adjustments to a creature's statistics, called elite and weak adjustments, to raise or lower its level by 1. Elite and weak adjustments work best with creatures that focus on physical combat.

These adjustments overstate the normal numerical gains the creature would make from increasing its level to make up for the lack of new special abilities. Creatures that cast spells or rely on noncombat abilities typically need specific adjustments. Applying the elite or weak more than once to a creature should be avoided. For major changes, see the *Pathfinder GM Core* guidance on building creatures.

SPECIALIST LEVELS

The level on an NPC's stat block is their level for a combat encounter. But many of these NPCs are primarily noncombatants much more skilled in their occupation than in combat. Specialist NPCs' stat blocks include an entry noting that they have a higher level when the PCs have to compete against them in their area of expertise.

Elite Adjustments

Sometimes you'll want a creature that's just a bit more powerful than normal so that you can present a challenge that would otherwise be trivial or show that one enemy is stronger than its kin. To do this quickly and easily, apply the elite adjustments to its statistics as follows:

- Increase the creature's level by 1; if the creature is level –1 or 0, instead increase its level by 2.
- Increase the creature's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see table below).

Starting Level	HP Increase
1 or lower	10
2–4	15
5–19	20
20+	30

Weak Adjustments

Sometimes you'll want a creature that's weaker than normal so you can use a creature that would otherwise be too challenging or show that one enemy is weaker than its kin. To do this quickly and easily, apply the weak adjustments to its statistics as follows:

- Decrease the creature's level by 1; if the creature is level 1, instead decrease its level by 2.
- Decrease the creature's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), decrease the damage by 4 instead.
- Decrease the creature's HP based on its starting level.

Starting Level	HP Decrease
1–2	–10
3–5	–15
6–20	–20
21+	–30

Languages

You can freely add or remove languages from stat blocks! The main languages are listed on page 89 of *Player Core*.

Gear

Most NPCs rely on gear, like armor and weapons. If an NPC loses a crucial piece of gear, follow the advice on page 7 of *Monster Core*.

Skills, Perception, and Proficiency

If you need to know the creature's proficiency rank, creatures are trained in the skills listed in their stat blocks and untrained in the rest. Proficiency in listed skills usually upgrades to expert around 5th level, master around 9th level, and legendary around 17th level. Many creatures start with expert proficiency in Perception and improve to master proficiency around 7th level and legendary proficiency around 13th level. You might grant a creature with world-class aptitude for a particular skill or Perception a higher proficiency rank.

SIDEBAR ICONS

Each sidebar in a creature section is marked with an icon identifying the type of information it contains.

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CHAPTER 1:
NPC GALLERY

Monsters and PCs aren't the only inhabitants of your world. Though they might not be heroes, NPCs can play various roles in your game, such as calling PCs to adventure, serving as obstacles in social encounters, or opposing PCs in battle. This chapter presents over 200 NPCs for your game, plus rules to modify them to fit any particular niche.

In this chapter, you'll find all kinds of NPCs across a variety of categories and roles. Each section includes stat blocks that fit a theme, sidebars with extra details, and a section of tidbits a GM can drop into a game using these NPCs. If you need to find an NPC by level, head to page 232.

Because humans make up the majority of the population in most areas of Golarion, the stat blocks in this chapter are all humans. If you want to change the ancestry of a stat block, use the ancestry adjustments found on page 168!

TROOPS

Many sections include a type of creature called a troop. Rather than being an individual, a "creature" with the troop trait consists of multiple creatures working in tandem. Usually this means several weaker foes are combining forces to be a significant threat to a stronger enemy, such as the PCs. Think of them similar to swarms in that way—an individual spider isn't a threat to a low-level PC, and an individual soldier isn't a threat to a high-level PC.

Running Troops

The rules for troops are found in the abilities troop defenses (page 231) and troop movement (page 231). Troops are represented using four segments that are 10 feet on each edge and as tall as the members of the troop (usually Small or Medium creatures). They have roughly the footprint of a Gargantuan creature, but a more flexible shape. These squares are crowded with enemies, and when the troop is reduced to 2/3 or 1/3 of its initial HP, it loses a segment to represent the loss of forces. On a grid with miniatures, it's ideal to start out with 16 miniatures or tokens clustered in sets of four to represent troops; you can then remove four miniatures each time the troop's HP drops below a threshold. For troops made of Large creatures, (like cavalry), you can use four Large-size miniatures, and in some cases, you might want to use cardboard pawns or miniatures that represent multiple Medium or smaller creatures.

Their troop defenses protect them to some degree against effects that have individual targets, and instead of standard Strikes, the troop has special actions representing their coordinated attacks. This usually includes an ability that attacks in an emanation, acting as the troop's equivalent of a melee Strike.

The rules for troops—especially troop defenses—cover many circumstances where it's important that troops are not all one entity. However, the rules can't cover every possibility, and it's best to use common sense. If a player uses an ability you don't think works on a troop, discuss with that player, and "refund" actions spent based on mistaken assumptions.

Though troops lose four squares at a time to make the encounter easier to run, when they take damage troops are continually losing members, and it helps immerse the players in the fantasy of fighting against a huge troop of foes to describe this as it happens.

Troop Gear

The gear that members of a troop carry is usually of negligible use to PCs of a suitable level to face the troops. Consequently, troop stat blocks don't list items.

SECTION SUMMARIES

This chapter groups NPCs by theme.

- **Artisan (page 8):** Trained crafters who have joined guilds
- **Courtier (page 12):** People found in noble courts
- **Criminal (page 18):** Lawbreakers, including bandits and assassins
- **Devotee (page 28):** Clerics and other religious figures
- **Downtrodden (page 40):** People at the bottom rungs of society
- **Engineer (page 42):** Crafters of machines, guns, rockets, and more
- **Explorer (page 52):** Travelers in the wilderness, like guides and hunters
- **Healer (page 60):** Medics, herbalists, alchemical healers, and more
- **Laborer (page 66):** Physical laborers like servants, fishers, and messengers
- **Martial Artist (page 72):** Practitioners of martial arts, from students to masters
- **Maverick (page 76):** Iconoclasts and rebels–good, bad, or ugly
- **Mercenary (page 82):** Soldiers for pay, including bodyguards and warbands
- **Military (page 88):** Regimented groups of soldiers, including commanders and multiple troops
- **Mystic (page 96):** Spellcasters and others who use mysterious magic
- **Official (page 108):** Authorities within government and bureaucracy, from clerks to prime ministers
- **Performer (page 124):** Bards, circus performers, and performing artists
- **Primalist (page 132):** People attuned to the natural world and primal magic
- **Scholar (page 138):** Intellectuals who built their skills through study
- **Seafarer (page 146):** Travelers on the oceans and rivers
- **Villain (page 152):** Cruel and conniving adversaries

DON'T SPLIT THE PARTY

All artisans should have a right to organize and negotiate with their employer over the terms and conditions of their employment. This includes their right to distribute literature, wear union symbols or crests, and discuss the union with coworkers during non-work hours in such places as tool rooms and work studios. Union organizers gain the adjustments found on page 71.

ARTISAN

Expertise is forged through years of effort and often tedious work. Artisans are masters of their craft, able to create works both practical and beautiful.

Apprentice

Ambitious apprentices can be found in all cities. These individuals are generally younger and seek the approval of their masters as they learn their craft. Many yearn to exemplify the artistry behind their craft, one day becoming masters themselves. Depicted below is an apprentice cartographer.

APPRENTICE — CREATURE -1

MEDIUM | HUMAN | HUMANOID

Perception +2

Languages Common

Skills Athletics +3, Crafting +5, Geography Lore +5

Str +1, **Dex** +2, **Con** +1, **Int** +3, **Wis** +0, **Cha** +0

Items artisan's toolkit, assorted maps, dagger, rugged clothes with tool belt (functions as padded armor)

AC 14; **Fort** +5, **Ref** +6, **Will** +2

HP 8

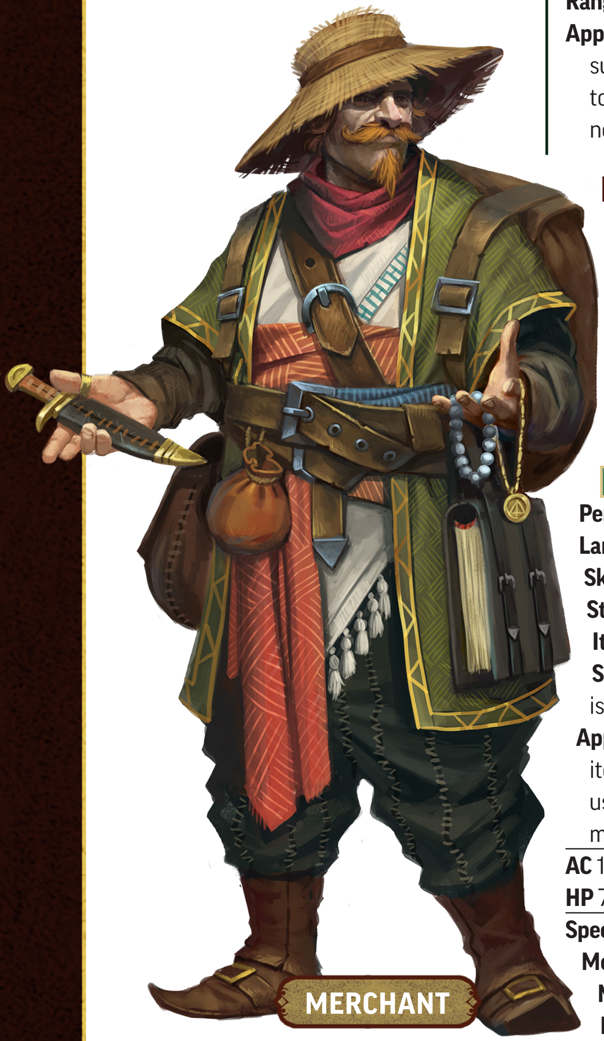
Speed 25 feet

Melee ◆ dagger +4 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

Melee ◆ fist +4 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ◆ dagger +4 (agile, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Apprentice's Ambition ◇ **Frequency** once per day; **Requirements** A direct superior is supervising the apprentice; **Effect** The apprentice gains a +2 circumstance bonus to attack rolls, damage rolls, saving throws, and skill checks until the end of their next turn.



Merchant

Small settlements can typically support one or two generalist merchants, and larger cities house multiple specialists—experts in one type of product. Merchants range from vendors hustling in the public square to wealthy tycoons running entire commercial organizations. A merchant might have an additional Lore skill about a specific category of item (such as jewelry or magic weapons), with a skill modifier equal to their Mercantile Lore.

MERCHANT — CREATURE -1

MEDIUM | HUMAN | HUMANOID

Perception +6

Languages Common

Skills Deception +10, Diplomacy +12, Mercantile Lore +12, Performance +8, Society +8

Str +2, **Dex** +0, **Con** –1, **Int** +2, **Wis** +2, **Cha** +3

Items club, padded armor

Sales Specialist For encounters involving negotiation or mercantile skill, a merchant is a 4th-level challenge.

Appraising Eye The merchant can use Mercantile Lore to Recall Knowledge about items, including determining their value. They can also attempt to Identify Magic using Mercantile Lore and can do so without first knowing whether the item is magical.

AC 13; **Fort** +1, **Ref** +2, **Will** +10

HP 7

Speed 25 feet

Melee ◆ club +4, **Damage** 1d6+2 bludgeoning

Melee ◆ fist +4 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ club +4 (thrown 10 feet), **Damage** 1d6+2 bludgeoning

Smith

Most smaller communities have at least one smithy where locals and travelers can have horses shod or equipment repaired. Larger settlements and cities often have a variety of smiths, many specializing in blacksmithing, weapon smithing, armor smithing, or even smelting coins in a mint.

SMITH — CREATURE 3

MEDIUM | HUMAN | HUMANOID

Perception +5

Languages Common

Skills Athletics +8, Crafting +15, Diplomacy +5, Smithy Lore +15, Society +8

Str +3, **Dex** +1, **Con** +2, **Int** +3, **Wis** +0, **Cha** +0

Items artisan's toolkit, leather apron (functions as padded armor), light hammer

Smithing Specialist For encounters involving smithing or other crafting tasks, the smith is a 6th-level challenge.

AC 17; **Fort** +9, **Ref** +8, **Will** +5

HP 50

Speed 25 feet

Melee ◆ light hammer +10 (agile), **Damage** 1d6+3 bludgeoning plus smith's fury

Melee ◆ fist +10 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ◆ light hammer +8 (agile, thrown 20 feet), **Damage** 1d6+3 bludgeoning plus smith's fury

Smith's Fury The smith deals an additional 1d6 damage when they hit with a weapon they created.

Guildmaster

In cities, artisans working in a common trade often form guilds to set standards of quality, establish common prices, engage in collective bargaining with business owners, and lobby local governments for favorable laws. The guildmaster—often a master artisan in their own right—also acts as an administrator and politician, advocating for artisans in their trade.

GUILDMASTER — CREATURE 8

MEDIUM | HUMAN | HUMANOID

Perception +16

Languages Common

Skills Architecture Lore +25, Athletics +13, Bureaucracy Lore +19, Crafting +25, Diplomacy +24, Intimidation +22, Society +21

Str +3, **Dex** +1, **Con** +2, **Int** +4, **Wis** +2, **Cha** +3

Items artisan's tools, construction schematics, guildmaster's uniform (functions as hide armor), *+1 striking light hammer*, tax ledgers

Craft Specialist For encounters involving matters of crafting or architecture, the guildmaster is a 12th-level challenge.

AC 26; **Fort** +14, **Ref** +14, **Will** +17

HP 135

Speed 25 feet

Melee ◆ *light hammer* +16 (agile, magical), **Damage** 2d6+5 bludgeoning

Melee ◆ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

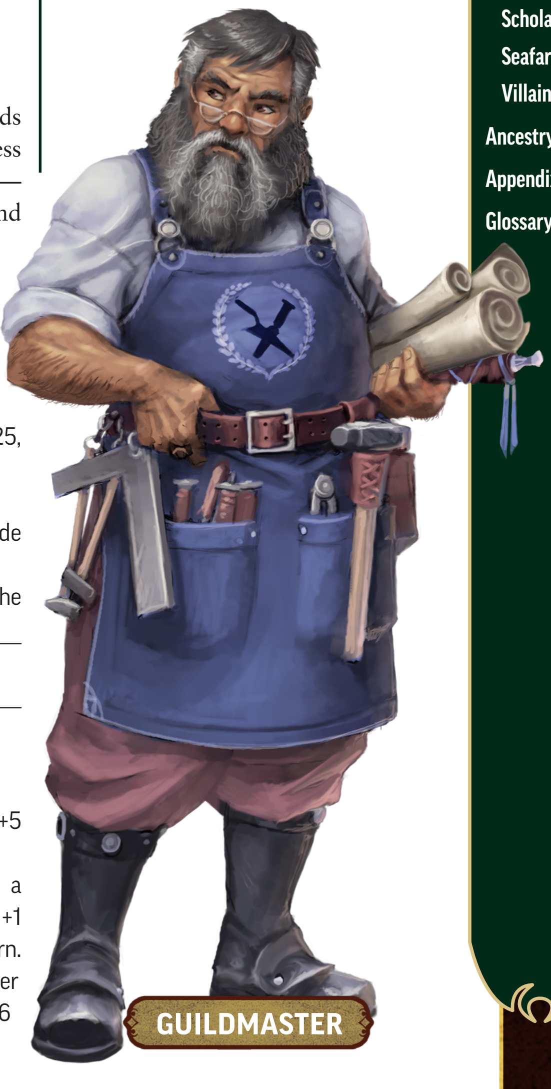
Ranged ◆ *light hammer* +14 (agile, magical, thrown 20 feet), **Damage** 2d6+5 bludgeoning

Call to Action ◆ (auditory, concentrate, emotion, mental) The guildmaster gives a speech to inspire themself and all guild-member allies within 60 feet, granting a +1 status bonus to attack and damage rolls until the start of the guildmaster's next turn.

Sworn Duty While within the guild or presiding over guild business, the guildmaster gains a +2 circumstance bonus to weapon attack rolls and deals an additional 2d6 damage on a successful weapon attack.

IMPENDING MEET-CUTE SCENARIOS

Artisan and trades districts are the perfect place to meet new people and maybe even find love. The more different a pair of neighboring shops are, the greater the chance of interesting interactions between their patrons and proprietors. Consider a bakery directly across the street from a machinist's workshop or a florist next door to a tattoo parlor.



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Common Artisan Guilds

Artisans working in similar fields often band together to form a guild. The following are several examples of guilds found in cities across Golarion: Cartographers, Cobblers, Cooks and Bakers, Glassblowers, Herbalists, Jewelers and Gem Cutters, Leatherworkers, Locksmiths, Magecrafters, Masons and Stonecutters, Painters and Sign Makers, Physicians and Apothecaries, Potion Brewers, Potters, Scrollkeepers, Shipwrights and Sailmakers, Skinners and Tanners, Wagonmakers and Wheelwrights, Weaponsmiths, Wandcrafters, Weavers, and Woodcarvers and Coopers.

Cartographers

A cartographer visually collects and measures spatial information for making and updating maps. They could be collecting geographical information for a map of the local lands, or they could be measuring the stars for an astrological map.

Help or Hinder A cartographer might have a map of a local cave system, forest, or mountain range the adventurers need to traverse. Buyers should be wary, as the map might be out-of-date or incorrect if the area they're traveling in faces regular geological upheaval. The shift might be due to water flow, seismic, or magical activity in the area.

Quests or Encounters A cartographer might be encountered on a cliffside, taking a survey of the valley below and have knowledge of the local wildlife they witness while taking measurements. They might also need an escort to previously unmapped, potentially dangerous areas.

Items adventuring gear, cartographer's toolkit, compass, parchment, quills, sextant, telescope

Herbalists

An herbalist keeps a garden or greenhouse of common and rare herbs that might be used to create remedies or other herbal and occasionally alchemical concoctions.

Help or Hinder An herbalist is knowledgeable of the local plant life in the area and can guide adventurers to or provide adventurers with rarer herbs needed to make healing potions and antidotes. But depending on the rarity or availability of the plant life, they might not be as familiar with its appearance and properties, and could potentially give the party an herb that might actually be harmful to their health.

Quests or Encounters If they don't have it in their garden or greenhouse, an herbalist might seek out an adventurer to escort them and help them forage for particularly hard-to-obtain herbs. The herb could grow in the mountains, across the continent, in thick bogs, or even the Darklands.

Items alchemist's lab, a book or scroll for identifying rare or poisonous herbs, medicinal potions, healer's toolkit, mortar and pestle

Leatherworkers

A leatherworker is someone who designs, crafts, and repairs leather goods, clothing, tools, and armor.

Help or Hinder A leather worker is a good stop to buy and sell leather goods. Depending on the skill of the leatherworker, they may be able to add custom designs or accessories to a PC's leather armor. But be careful if your adventurers provide them with a hide they've never worked with before; it might not turn out as they're expecting.

Quests or Encounters When not in their shop, adventurers might find a leather worker bargaining with a trapper over hides or maybe even tracking down a monster themselves. They might even reach out to adventurers for assistance in tracking down a particularly crafty creature that's been eluding them so far.

Items leather or studded leather armor, leather saddles and other riding equipment, leatherworking toolkit, trappers' gear

Machinists/Mechanics

A machinist is someone who inspects, maintains, and repairs machines, vehicles, mobility assistance devices, or automatons. They might even be in the business of inventing new mechanical creations as well.

Help or Hinder A machinist's shop would be the place to locate spare parts and upgrade mechanical instruments. A machinist might also be able to help repair and upgrade mobility aids. But be careful! Machinist shops are full of mysterious moving parts, some of which could be quite dangerous if not handled properly.

Quests or Encounters A machinist might be elbow deep in a vehicle and not have time to locate a specific part or power source. They might send an adventurer in search of an automaton that wandered off.

Items clockwork parts, magnifying glass, mechanical/machinist toolkit and parts, oil, scientific or magical power sources, scrap metal

Masons and Stonecutters

Masons and stonecutters use brick, granite, and other common or precious stones to build walkways and structures for settlements or commissioned projects. They might lay simple brick walkways or create intricate tiled, functional, works of art.

Help or Hinder If adventurers are looking for someone who might be able to identify a particular type of stone or mineral, a mason or stonecutter would be knowledgeable. They would also know what stones would be most useful for magical crafting. They might be protective of their process, and it would take someone very diplomatic to get them to share trade secrets.

Quests or Encounters Adventurers might find stonecutters on a mountainside, excavating granite to bring back and use in a settlement. They might need assistance carrying it down a mountain or protection while working on loosening a particularly tricky patch without damaging the stonework. A stonecutter might seek out an adventurer to travel ahead and survey a quarry first to make sure it's safe to work, or a mason might request adventurers clear a stretch of road so they can lay cobblestones in peace.

Items blueprints, magnifying glass, rare gems and minerals, scale, stonecutter's toolkit, street plans

Plumbers and Sewer Workers

Plumbers and sewer workers have the important job of keeping the water running. They're responsible for installing, repairing, and maintaining the pipes and water fixtures in, around, and occasionally under a settlement.

Help or Hinder Plumbers and sewer workers would have knowledge and maybe even a map of the local waterworks and sewer system. But with every environment comes urban legends, and they're ready to tell scary stories of possible monsters lurking in the sewer system beneath the city streets, either striking fear into adventurers or potentially luring them down into a trap.

Quests or Encounters A plumber might be found investigating the local fountain if the water has suddenly changed color or consistency. Adventurers might also find them in the local sewer system if the town is large enough to have one; they might be afraid of what lurks down there, or it might just be another day to them. Sewer workers might also have handy information on how to handle or interact with whatever lies ahead for the adventurers.

Items lantern, pipe fixtures and odds and ends, plumber's toolkit, waterproof clothing

Scrollkeepers

Scrollkeepers are similar to archivists; they're keepers of scrolls and information such as town charters, histories, censuses, and other legal documents.

Help or Hinder A scrollkeeper might be able to locate archived information, like a town census or family tree. Though a scrollkeeper usually takes their job seriously, they might be prickly about who has the privilege to access "need to know" information. They might put up masses of red tape for adventurers to get around before they're allowed to breathe in the scroll's direction. They could also be very willing to help a friendly face who's just interested in archiving for the sake of archiving. But if they happily hand over privileged information to a well-meaning adventurer, who else might they give important information to?

Quests or Encounters A scrollkeeper might send adventurers into the far-off regions of a settlement to check on a farmsteading family who hasn't been seen in town or heard from for a while. They might also be looking for assistance in updating the town census or need an escort while handling sensitive legal documents.

Items abacus, charcoal, ink, legal texts, magnifying glass, maps, parchment, quills

Shipwrights & Sail Makers

A shipwright constructs and repairs ships, working on large parts such as the main hull down to smaller details like the decoration in an officer's cabin.

Help or Hinder A shipwright might be able to provide a blueprint for a ship or inform the adventuring party of any hidden secrets a vessel might have. While some love to share their work, other shipwrights might be more protective of their craft and won't suffer those up to shenanigans.

Quests or Encounters Adventurers might find a shipwright working on a vessel in the water on a dry dock. They might ask the adventurers to help them find specific tools or perform general tasks to help craft parts of the ship. Depending on the skill of the shipwright, they might be able to add runes or spells to a vessel.

Items parchment, sewer's toolkit, ship plans or blueprints, woodworker's toolkit

Smiths and Forgeworkers

A smith is someone who works in a forge to design, heat, and shape metal into weapons, armor, tools, and other crafts. Creations might be sturdy and meant to protect the wearer, while others might be delicate, intricate pieces of decorative metalwork, and sometimes their creations are a bit of both.

Help or Hinder If adventurers are looking for metal armor to protect them in battle, this will be where to find it. Even if they're looking for ornate filigree, they've still potentially come to the right place. A smith would be able to repair damaged weapons and armor or provide a new set. Just be specific about what you want, or they might take creative decisions into their own hands.

Quests or Encounters Adventurers will usually find smiths working at their forge, but they could also be found bartering for metal or testing their creations on training grounds. If an adventurer is looking for a speedy repair, the smith might request that they manage the bellows and keep the forge's fire stoked while they work.

Items blacksmithing toolkit, hammer, metal jewelry, plate armor, raw metal, spears, swords

Woodcarvers and Coopers

Woodcarvers and coopers are trained in carving and shaping wood into many items for daily use. They might make wooden toys for children or larger household items such as barrels, buckets, casks, and tubs.

Help or Hinder If adventurers need shingles for their guildhall roof, a custom front door, or their wagon repaired, a woodworker is the expert they need. A carpenter would be able to help them outfit their homes as well.

Quests or Encounters Adventurers might find a wood carver hard at work in their workshop, diligently chipping away at an intricate carving or heating wood to make it pliable and easier to form into a rounded shape. If they're not in their shop, they might be in the woods, cutting down trees for a project. It's hard work, and they would welcome the assistance in hauling lumber back to town. They might have also cut down the wrong tree and will need some diplomatic assistance with the residents of the wooded area.

Items climbing kit, axe, measuring tape, paint, sanding block, saw, woodworker's toolkit

COURTIER

The denizens of a noble court are the most powerful people in a civilization, primed with wealth, station, and authority above the common people.

Court Historian

Amid the political machinations of the court stand the court historians, observing and recording events for future generations. Their loyalty is to the preservation of history, and they will defy even royalty in the name of truth.

COURT HISTORIAN — CREATURE –1

MEDIUM | HUMAN | HUMANOID

Perception +7

Languages Common

Skills Genealogy Lore +13, Lore (their noble court) +13, Lore (their settlement) +13, Scribing Lore +13, Society +9

Str +0, **Dex** +1, **Con** –1, **Int** +5, **Wis** +3, **Cha** +2

Items court record, fine clothing, inkwell, writing set

Historical Specialist In matters regarding history or court records, the court historian is a 5th-level challenge.

Records Don't Lie The court historian has a Perception DC of 25 against Deception checks asserting false current or historical events.

AC 13; **Fort** +3, **Ref** +5, **Will** +9

HP 7

Speed 25 feet

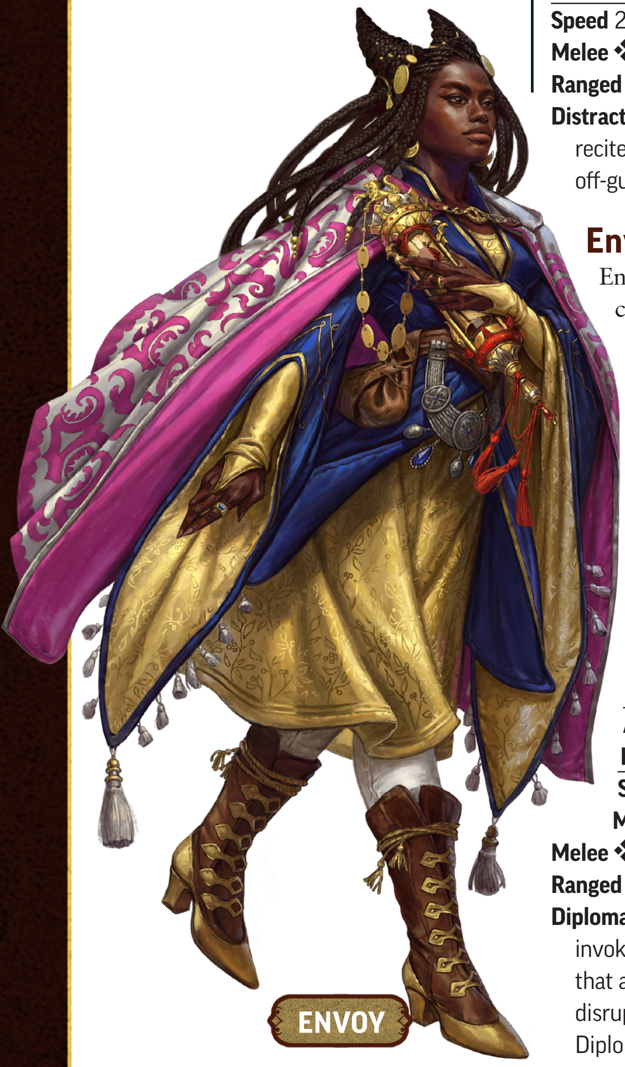
Melee ◆ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ◆ inkwell +5 (thrown 10 feet), **Damage** 1d4 bludgeoning

Distracting Diatribe ◆ (auditory, linguistic, mental) The court historian monotonously recites facts to distract a creature within 30 feet that can hear them. The target is off-guard for 1 round.

KNOW YOUR SOCIAL EVENTS

- **Ball:** a formal dance party that often includes a banquet
- **Banquet:** an elaborate formal meal for a large number of people
- **Debutante Ball:** a ball where upper-class youths formally enter society as adults
- **Gala:** a social occasion with special entertainment or performances
- **Hunt:** a formal hunting competition among the nobility and royals of court
- **Masque:** a dramatic performance with singing, dancing, pantomime, and dialogue



Envoy

Envoys are guests of a given court, representing the interests of another court or organization. Some envoys stay in one place so long they're practically considered locals, though those with whom they parley are swiftly reminded where their loyalty lies.

ENVOY — CREATURE 0

MEDIUM | HUMAN | HUMANOID

Perception +7 (+13 to Sense Motive)

Languages Common, plus two additional languages

Skills Deception +13, Diplomacy +15, Intimidation +7, Society +15

Str +0, **Dex** +1, **Con** +0, **Int** +4, **Wis** +3, **Cha** +3

Items dagger, fine clothing, letter of diplomatic status, signet ring

Diplomatic Specialist When dealing with matters of statecraft and negotiation, the envoy is a 6th-level challenge.

AC 13; **Fort** +2, **Ref** +3, **Will** +11

HP 12

Speed 25 feet

Melee ◆ dagger +5 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Melee ◆ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ dagger +5 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Diplomatic Immunity ◆ (auditory, concentrate, emotion, linguistic, mental) The envoy invokes their diplomatic status. Until the end of the envoy's next turn, any creature that attempts to attack them must succeed at a DC 15 Will save or have their attack disrupted. The attacker gains weakness 2 to all damage from the envoy's allies while Diplomatic Immunity lasts, whether their attack was disrupted or not.

The envoy can Sustain this ability. If the envoy takes a hostile action, Diplomatic Immunity ends and can't be used again for 1 hour.

Courtesan

Courtesans are high-class entertainers and professional companions, paid in favors and privileges for the honor of their company. These trendsetting socialites levy their clout to consort with those above their station, maneuvering connections to build exclusive clientele and climb the social ladder. A courtesan's discretion and mobility among the different ranks of society make their friendship well worth the price.

COURTESAN — CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +9 (+13 to Sense Motive)

Languages Common, plus two additional languages

Skills Art Lore +12, Deception +12, Diplomacy +12, Performance +13, Society +10

Str –1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +3, **Cha** +4

Items fine clothing, flute (or other handheld musical instrument), jewelry (worth 5 gp), sword cane

Group Impression When the courtesan Makes an Impression, they can compare their Diplomacy check result to the Will DCs of up to four targets instead of one.

Social Specialist When entertaining or socializing, the courtesan is a 5th-level challenge.

AC 17; **Fort** +6, **Ref** +7, **Will** +11

HP 25

Beguiling Presence (aura, emotion, mental) 10 feet. Creatures in the area that can observe the courtesan take a –2 status penalty on their Will DC against the courtesan's attempts to make a Request of them.

Speed 25 feet

Melee ◆ sword cane +9 (agile, concealable, finesse), **Damage** 1d6+3 piercing

Melee ◆ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Cutting Remarks ◆ The courtesan levies insults or backhanded compliments, attempting to Demoralize a creature using their Performance modifier instead of Intimidation.

Words of Encouragement ◆ (auditory, emotion, linguistic, mental) The courtesan praises the performance of one ally who can hear them. The targeted ally ignores any circumstance and status penalties they have until the start of the courtesan's next turn. The target then becomes temporarily immune to this ability for 10 minutes.

ELEGANT ESTABLISHMENTS

Courtesans thrive both in business and status by catering to the elite upper class through creating private, exclusive spaces such as theaters, art galleries, tea houses, and boutiques. This allows both the courtesans and the upper class to strengthen alliances and accumulate secrets.

Noble

Envied by many and detested by some, nobles exude confidence and gentility. Gossip and gambling are often nobles' favorite pastimes. Day-to-day life for a noble is usually a mixture of business and leisure, and to an onlooker, such a lifestyle can appear to be nothing more than a string of meals, parties, and game halls.

NOBLE — CREATURE 3

MEDIUM HUMAN HUMANOID

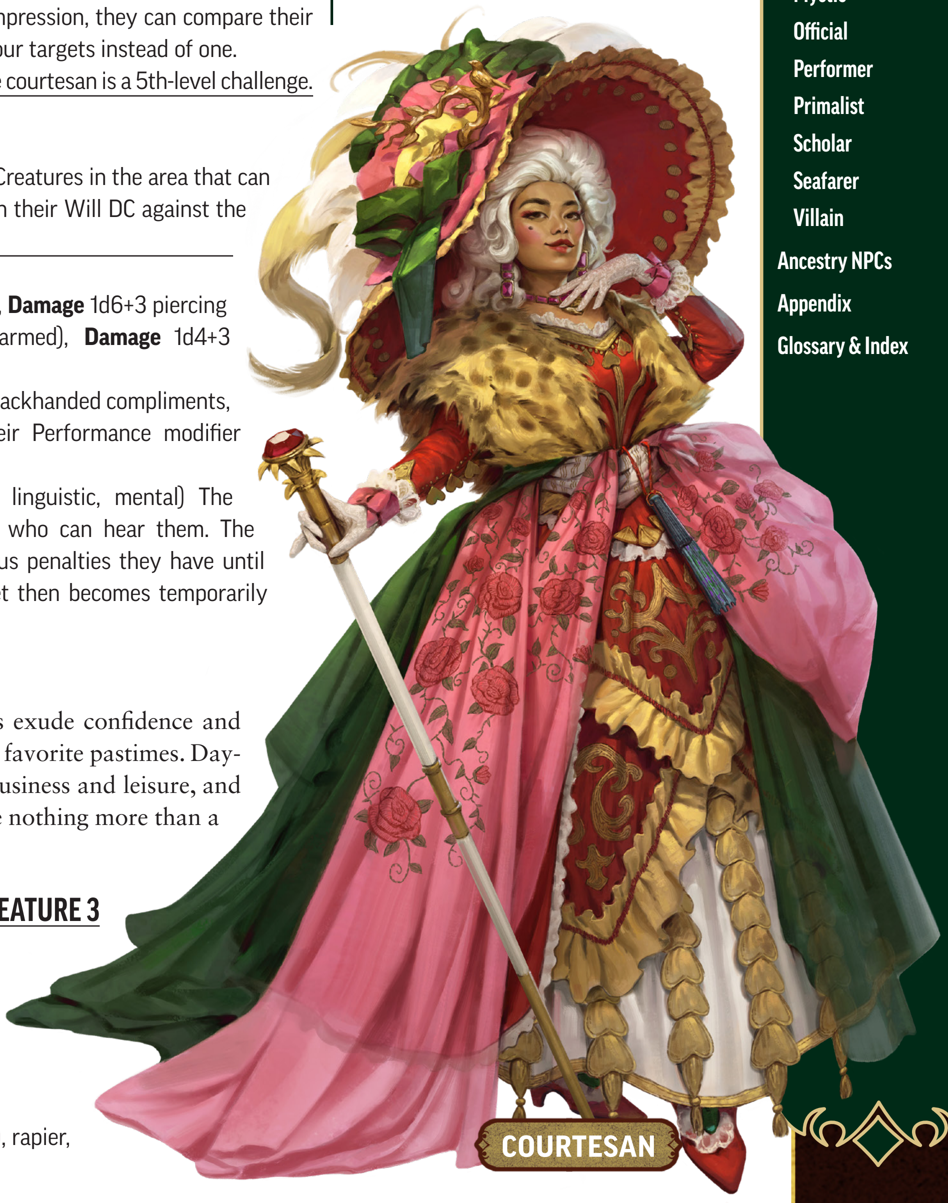
Perception +11

Languages Common

Skills Deception +10, Diplomacy +10, Games Lore +8, Intimidation +9, Society +10

Str +2, **Dex** +3, **Con** +1, **Int** +1, **Wis** +2, **Cha** +4

Items fashionable fine clothes, loaded dice (page 26), rapier, silver flask, signet ring



INTRIGUING PLOTS

The royal court is filled with intrigue! Here are some examples of who might be scheming.

- The monarch's spouse or children
- The royal pet (a druid in disguise)
- The grand vizier
- Visiting ambassadors or nobles
- Palace champion
- Palace doctor
- Kitchen staff
- Court jester

Lip Reader After years of sticking their nose where it doesn't belong, the noble has learned to read lips from afar. If they're trying to read lips in an encounter or attempting a difficult feat of lip reading, they are fascinated and off-guard, and might need to succeed at a Society check with a DC determined by the GM.

AC 18; **Fort** +6, **Ref** +10, **Will** +11

HP 50

Speed 25 feet

Melee ◆ rapier +10 (deadly d8, disarm, finesse), **Damage** 1d6+6 piercing

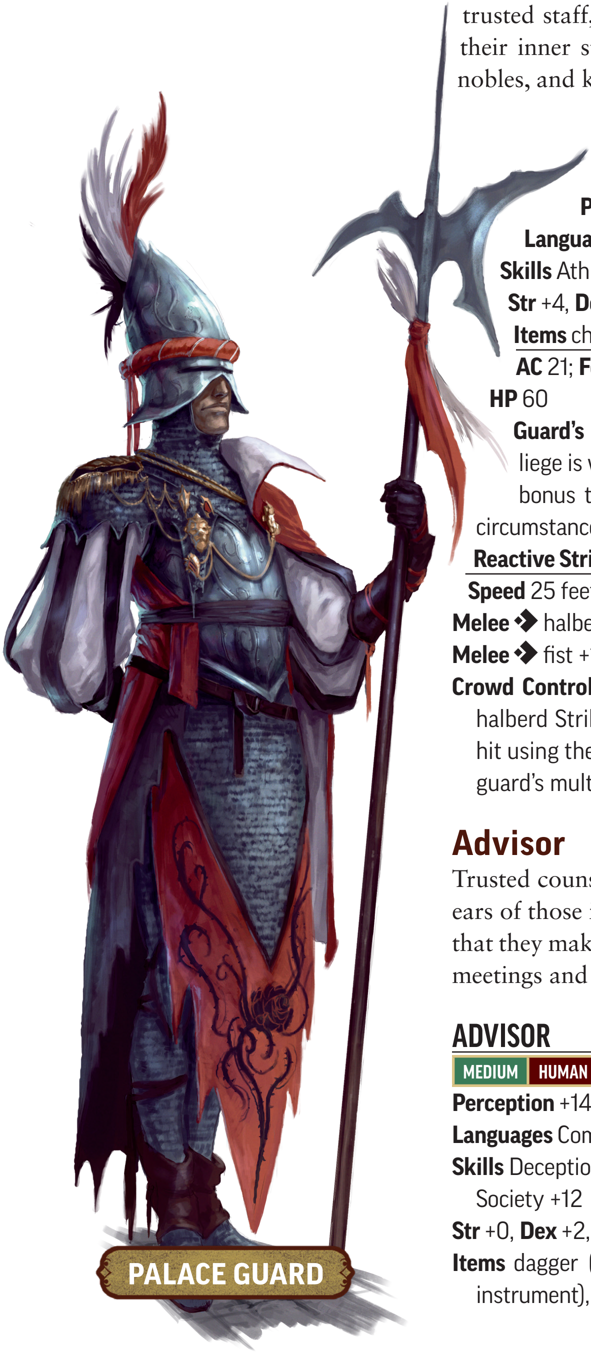
Melee ◆ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Noble's Ruse ◆ **Frequency** once per round; **Effect** The noble Feints. On a success, the noble Strikes the target.

Sneak Attack The noble deals 1d6 extra precision damage to off-guard creatures.

Palace Guard

Often the younger offspring of minor nobility or those from long lines of trusted staff, palace guards are in charge of defending the royal family and their inner stronghold. Their days consist of guarding doorways, escorting nobles, and keeping those in their charge as safe as possible.



PALACE GUARD

PALACE GUARD — CREATURE 4

MEDIUM | HUMAN | HUMANOID

Perception +12 (+14 when rolling initiative)

Languages Common

Skills Athletics +14, Diplomacy +8, Intimidation +8

Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

Items chain mail with palace insignia, halberd, simple manacles

---

AC 21; **Fort** +12, **Ref** +10, **Will** +10

HP 60

Guard's Parry ⤾ **Trigger** A creature attacks the palace guard's liege, and the liege is within the guard's melee reach; **Effect** The liege gains a +2 circumstance bonus to AC against the triggering attack, and the palace guard gains a +2 circumstance bonus to attack and damage rolls until the end of their next turn.

Reactive Strike ⤾ (page 231)

Speed 25 feet

Melee ◆ halberd +14 (reach 10 feet, versatile S), **Damage** 1d10+7 piercing

Melee ◆ fist +14 (agile, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Crowd Control ◆ **Requirements** The palace guard's last action was a successful halberd Strike; **Effect** The palace guard attempts to Reposition the creature they hit using their halberd's reach. This attempt neither applies nor counts toward the guard's multiple attack penalty.

Advisor

Trusted counselors of the court, advisors whisper words of guidance into the ears of those in power. Many nobles lean so heavily on their advisor's counsel that they make few decisions without them and insist on their attendance at all meetings and public events. Advisors are often master manipulators.

ADVISOR — CREATURE 5

MEDIUM | HUMAN | HUMANOID

Perception +14

Languages Common

Skills Deception +14, Diplomacy +14, Legal Lore +12, Occultism +10, Performance +12, Society +12

Str +0, **Dex** +2, **Con** –1, **Int** +3, **Wis** +3, **Cha** +5

Items dagger (2), fine clothes, *minor healing potion*, small harp (handheld musical instrument), whip

Placate An advisor is well versed in soothing agitated nobles. Their calming voice gives them a +2 circumstance bonus to Deception and Diplomacy checks when dealing with members of the nobility.

AC 21; **Fort** +8, **Ref** +11, **Will** +14

HP 60

Speed 25 feet

Melee ◆ whip +11 (disarm, finesse, nonlethal, reach 10 feet, trip), **Damage** 1d4+4 slashing

Melee ◆ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Occult Spontaneous Spells DC 22, attack +14; **3rd** (2 slots) *mind reading*, *soothe*, *ring of truth*; **2nd** (3 slots) *augury*, *cleanse affliction*, *soothe*, *stupefy*; **1st** (3 slots) *command*, *force barrage*, *protection*, *soothe*; **Cantrips (3rd)** *daze*, *light*, *prestidigitation*, *shield*, *void warp*

Bard Composition Spells 1 Focus Point, DC 22; **3rd** *counter performance*, **Cantrips (3rd)** *courageous anthem* (*Player Core* 370), *rallying anthem* (*Player Core* 371), *uplifting overture* (*Player Core* 372)

Spy

Any number of nobles could be spies—a beloved confidante of the queen or even the court jester. Spies use their skills to subtly manipulate courtiers, turn enemies against one another, and collect valuable information.

SPY CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Acrobatics +14, Deception +16, Diplomacy +14, Intimidation +14, Local Court Lore +16, Society +14, Stealth +16, Thievery +14

Str +0, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +4

Items dagger (4), disguise kit, fine clothes, leather armor, *+1 rapier*, thieves' toolkit

Noble's Ally The spy has positioned themself to seem a trusted ally, gaining a +2 circumstance bonus to Gather Information or to Make an Impression among the nobles of that court.

AC 23; **Fort** +12, **Ref** +16, **Will** +14

HP 90

Speed 25 feet

Melee ◆ *rapier* +17 (deadly d8, disarm, finesse, magical), **Damage** 1d6+7 piercing

Melee ◆ dagger +16 (agile, finesse, versatile S), **Damage** 1d4+7 piercing

Melee ◆ fist +16 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ◆ dagger +16 (agile, thrown 10 feet, versatile S), **Damage** 1d4+7 piercing

Hidden Blade ◆ **Frequency** once per round; **Effect** The spy draws a weapon and then Strikes with it. The target of the Strike is off-guard against the attack.

Sneak Attack The spy deals an extra 2d6 precision damage to off-guard creatures.

Veteran Noble

Veteran nobles have survived battles in the past, both social and physical. These movers and shakers are often the patrons or mentors of bold adventurers.

VETERAN NOBLE CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +15

Languages Common

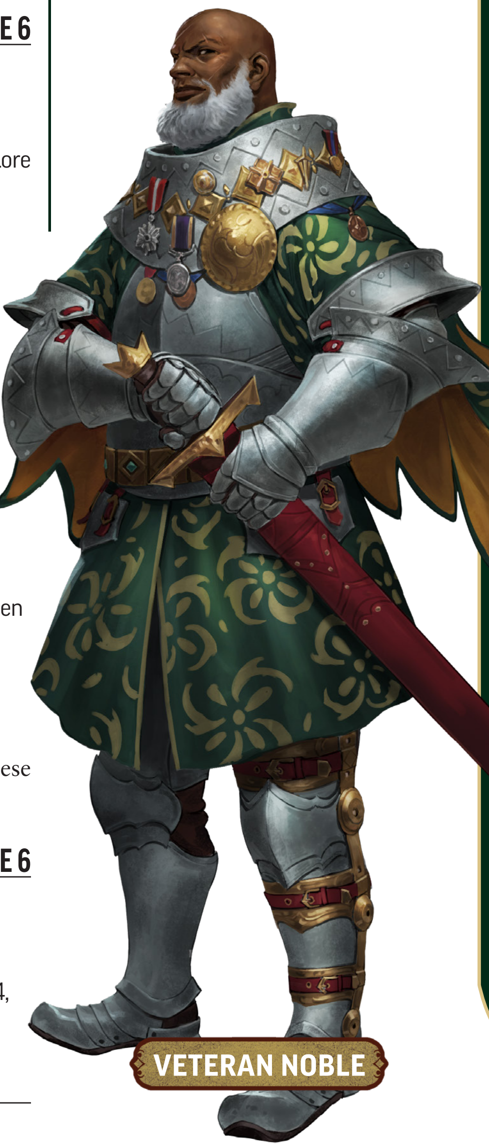
Skills Athletics +13, Deception +12, Diplomacy +12, Heraldry Lore +14, Intimidation +14, Warfare Lore +14

Str +3, **Dex** +2, **Con** +0, **Int** +2, **Wis** +3, **Cha** +2

Items dagger, half plate, *+1 longsword*, signet ring

SOCIAL WARFARE

Though courtiers might have guards and servants at their command, their most potent forces are their connections outside of court and the will of the common people. A noble might have financial control of the entertainment district, but a popular courtesan moving their patronage will take their admirers with them. An envoy who endears themselves to commoners by having their spies expose corrupt officials can provoke public outrage when a rival attempts to have them replaced.



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KNIGHTHOOD

While most are knighted after years of training under an established knight, there are other ways to earn the title. It might be presented as a tournament prize, a reward for prowess in battle, or an honor bestowed upon adventurers for aiding a grateful noble. Knighthood is the fastest way to join the ranks of nobility outside of marriage and bestows land and properties along with a rise in station.

AC 24; **Fort** +12, **Ref** +14, **Will** +16

HP 85

Battle Scarred The first time each day the veteran noble would be reduced to 0 HP, they remain at 1 HP and are enfeebled 2 for the rest of the day.

Noble Pride ⤾ (auditory, emotion, mental) **Trigger** An opponent attempts to Demoralize the veteran noble or one of the noble's allies within 30 feet; **Effect** The veteran noble attempts to Demoralize the triggering opponent before the opponent rolls. On a critical success, the triggering action is disrupted as well.

Speed 20 feet

Melee ◆ *longsword* +16 (magical, versatile P), **Damage** 1d8+11 slashing

Melee ◆ dagger +15 (agile, versatile S), **Damage** 1d4+11 piercing

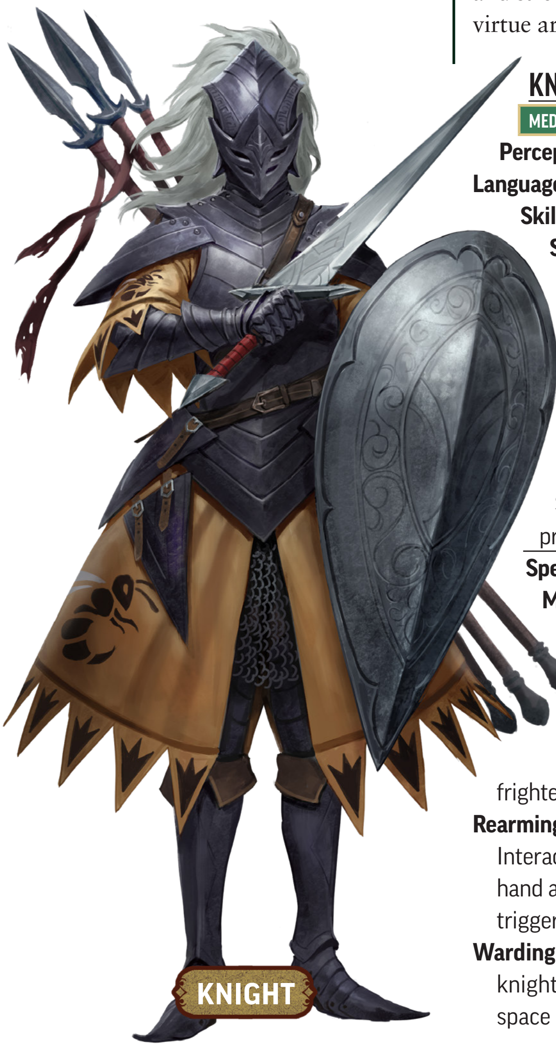
Melee ◆ gauntlet +15 (agile, free-hand), **Damage** 1d4+11 bludgeoning

Ranged ◆ dagger +15 (agile, thrown 10 feet, versatile S), **Damage** 1d4+11 piercing

Tactical Command ◆ (auditory, concentrate, linguistic, mental) **Frequency** once per round; **Effect** The veteran noble directs an ally. The ally can immediately use their reaction to Strike or to Stride without triggering reactions. The ally gains a +2 status bonus to their Strike if the veteran noble has dealt with that creature or an organization that creature belongs to before, as the veteran offers hard-earned tactical advice.

Knight

Elite fighters from the lowest ranks of nobility, knights are proud champions of their court. Unlike other nobles, knights must earn their title through loyalty and strength-of-arms rather than inheritance. Ideals such as chivalry, honor, and virtue are associated with knights but not all meet such romantic standards.



KNIGHT CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Athletics +17, Diplomacy +12, Intimidation +16, Society +13, Warfare Lore +15

Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +2, **Cha** +1

Items *+1 bastard sword*, full plate with livery, spear (3), steel shield (Hardness 5, 20 HP, BT 10)

AC 25 (27 with shield raised); **Fort** +14, **Ref** +14, **Will** +13

HP 110

Knight's Courage Any time the knight gains the frightened condition, they reduce its value by 1.

Reactive Strike ⤾ (page 231)

Shield Block ⤾ (page 231) The knight can Shield Block for an adjacent ally, preventing that ally from taking damage instead of themself.

Speed 25 feet

Melee ◆ *bastard sword* +18 (magical, two-hand d12), **Damage** 1d8+10 slashing

Melee ◆ spear +17, **Damage** 1d6+10 piercing

Melee ◆ gauntlet +17 (agile, free-hand), **Damage** 1d4+10 bludgeoning

Ranged ◆ spear +17 (thrown 20 feet), **Damage** 1d6+10 piercing

Intimidating Strike ◆◆ (emotion, fear, fighter, mental) The knight makes a melee Strike. If it hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Rearming Advance ◆ The knight Strides or Steps. During this movement, they can Interact to swap from wielding their bastard sword in two hands to wielding it in one hand and wielding their shield in the other, or vice versa. This Interact action doesn't trigger reactions that can be triggered by manipulate actions.

Warding Shift ◆ **Requirements** The knight is adjacent to a willing ally; **Effect** The knight moves an adjacent willing ally 5 feet in any direction and can Step into the space the ally vacated.

Noble Titles

Noble titles are bestowed on vassals of a ruler according to their decided rank and are generally hereditary. If unsure of a noble's specific title, most can be addressed as "Lord" or "Lady" without issue. Not all nations use the same ranks and titles, though many share the common titles listed below:

Duke/Duchess: The ruler of a duchy, a territory ranging from a province to a country.

Marquess/Marchioness: The ruler and defender of a border region.

Count/Countess: The ruler of a county, the largest type of region within a nation.

Viscount/Viscountess: The ruler of a region within a county.

Baron/Baroness: The ruler of a barony, acting as landowner of an expanse of land on behalf of the monarch.

Knight: A person titled and bestowed property to acknowledge their service, usually a soldier. A knight is rarely a lord due to their lack of political authority and is instead referred to as "sir" or "dame."

Symbols

To make a noble house's emblem, roll on the Emblem Imagery table or choose an entry you like. Typically, you'll want to roll once for a base color and once for a shape or pattern. Then roll for one creature, plant, or object if you think the symbol is already complex due to its pattern, or for two if the symbol is simple or there isn't one.

EMBLEM IMAGERY

1d20	Color
1	Black
2	Red
3	Orange
4	Yellow
5	Green
6	Azure
7	Indigo
8	Purple
9	Brown
10	Gray
11	White
12	Gold
13	Silver
14	Bronze
15	Copper
16	Iron
17–18	Light tint (roll again)
19–20	Dark shade (roll again)
1d20	**Shape or Pattern**
1–2	None
3	Circle
4	Square
5	Diamond
6	Triangle
7	Star
8	Hexagon
9	Chevron
10	Cross
11	X
12	Y
13	Quartered
14	Checkerboard
15	Pinwheel
16–17*	Stripe
18–19*	Split
20*	Striped
* Roll 1d4 to determine the direction. 1: vertical, 2: horizontal, 3: diagonal top left to bottom right, or 4: diagonal bottom left to top right.	
1d8	**Creatures**
1	Insects/arachnids (bees, butterflies, spiders)
2	Beasts of burden (horse, ox, goat)
3	Wild beasts (lion, boar, stag)
4	Flying creatures (eagle, bat, owl)
5	Reptiles (snake, salamander, crocodile)
6	Sea creatures (dolphin, octopus, jellyfish)
7	Mythological creatures (pegasus, hydra, wyvern)
8	Humanoid (mermaid, knight, harpy)
1d6	**Plants**
1	Fruit (apples, strawberries, grapes)
2	Flowers (rose, lily, carnation)
3	Leaves (laurel, mistletoe, olive branch)
4	Nuts (acorns, walnuts, hazelnuts)
5	Produce (wheat, cotton, bamboo)
6	Tree (oak, cypress, pine)
1d8	**Objects**
1	Weapon (sword, dagger, bow and arrows)
2	Household item (goblet, bell, torch)
3	Status symbol (crown, diamond, scepter)
4	Structure (tower, castle, gallows)
5	Celestial (clouds, lightning, crescent moon)
6	Sea (anchor, ship, shell)
7	Instrument (trumpet, flute, harp)
8	Industrial item (hammer, pickaxe, loom)

Stylish Messages

Fashion can also be used for sending coded messages, using everything from intricate patterns to coded colors. Understanding the following "fan code" popular in Absalom can make the difference between social success or embarrassing failure at court.

- **Fanning slowly:** "Come to me."
- **Tapping twice against wrist:** "Someone's coming. Change the topic."
- **Touching tip with finger:** "I want to talk to you."
- **Twirling in the left hand.** "We're being watched."
- **Open wide:** "Wait for me."
- **Open, then shut:** "Leave me."
- **Resting on the right cheek:** "Yes."
- **Resting on the left cheek:** "No."

CRIMINAL

In the underbelly of society, the lawless reign supreme.

Grave Robber

Many cultures have a tradition of burying their dead with a selection of the deceased's most precious possessions. Such valuables can be easy pickings for those with no respect for—or fear of—the dead.

GRAVE ROBBER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Crafting +6, Deception +2, Intimidation +2, Society +6, Stealth +5, Underworld Lore +6

Str +1, **Dex** +2, **Con** +2, **Int** +3, **Wis** +2, **Cha** –1

Items embalming flask (4), *holy water*, shovel

AC 15; **Fort** +7, **Ref** +7, **Will** +5

HP 20

Speed 25 feet

Melee ◆ shovel +6, **Damage** 1d6+1 bludgeoning

Melee ◆ fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ◆ embalming flask +7 (alchemical, range increment 20 feet, splash), **Damage** 1d4 acid plus 1 acid splash damage and alchemical embalming

Alchemical Embalming The grave robber carries alchemical vials of specially prepared embalming fluid meant to hinder pursuit by anyone who interrupts their grave-robbing. A creature hit by a grave robber's embalming flask takes a –10-foot penalty to all its Speeds for 1 round. On a critical hit from an embalming flask, the target is also clumsy 1 for 1 minute.

Bandit

Bandits waylay travelers and plunder their valuables before disappearing back to their wilderness hideouts. Many bandits seek only to steal and release their victims alive, though a few prefer to leave no witnesses.

BANDIT CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Athletics +6, Deception +5, Forest Lore +4, Intimidation +6, Stealth +8, Survival +6, Thievery +8

Str +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +1

Items dagger, machete (see sidebar), sling (10 bullets), studded leather

Bandit's Ambush When the bandit rolls initiative using Deception or Stealth, they can attempt to Demoralize one creature as a free action.

AC 19; **Fort** +7, **Ref** +9, **Will** +6

HP 30

Speed 25 feet; forest passage

Melee ◆ machete +9 (deadly d8, sweep), **Damage** 1d6+5 slashing

Melee ◆ dagger +9 (agile, versatile S), **Damage** 1d4+5 piercing

Melee ◆ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ◆ sling +9 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+3 bludgeoning

Ranged ◆ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Dread Striker Frightened creatures are off-guard to the bandit.

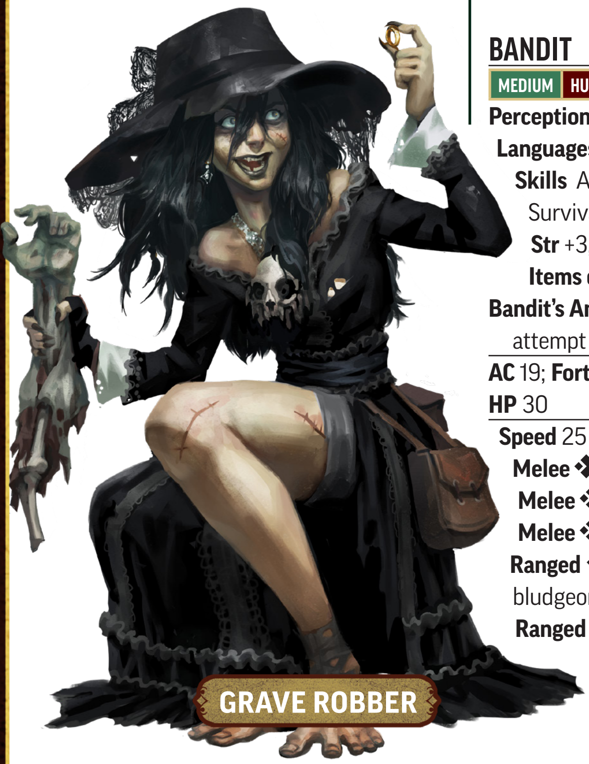
Forest Passage The bandit ignores any difficult terrain caused by plants, such as bushes, vines, and undergrowth.

CRIMINAL SCAMS

Common criminal scams include fake collectors for nonexistent charities for the diseased and downtrodden, rigged games of chance at local fairs offering worthless prizes, flashy street performers concealing the work of pickpockets in the audience, and plants who offer to help travelers find accommodations but lead them to inns with exorbitant prices.

MACHETE

The bandit carries a machete, a common martial weapon in the sword group with a Price of 7 sp. A machete deals 1d6 slashing damage and has light Bulk. It requires one hand to use and has the deadly d8 and sweep weapon traits.



GRAVE ROBBER

Loan Shark

Loan sharks lend money to those in need but charge high interest. If there's ever an issue with repayment, they'll send their gang to ensure clients pay in full.

LOAN SHARK — CREATURE 2

MEDIUM | HUMAN | HUMANOID

Perception +8

Languages Common

Skills Accounting Lore +17, Athletics +9, Deception +8, Diplomacy +8, Intimidation +8, Society +15

Str +3, **Dex** +0, **Con** +1, **Int** +2, **Wis** +2, **Cha** +4

Items breastplate, dragon-headed cane (functions as a staff)

Business Savvy When making monetary deals, the loan shark gets a +8 circumstance bonus to Deception checks, Diplomacy checks, and their Perception DC.

Loan Specialist For encounters involving monetary deals, the loan shark is a 7th-level challenge.

AC 18; **Fort** +7, **Ref** +6, **Will** +10

HP 25

Never off the Hook (aura, emotion, mental) 60 feet. Creatures in the aura who owe the loan shark money take a –3 circumstance penalty to their Will DC against the loan shark's attempts to Demoralize or Coerce them and can't reduce their frightened value below 1 while in the aura.

Speed 25 feet

Melee ◆ dragon-headed cane +9 (two-hand d8), **Damage** 1d4+5 bludgeoning

Melee ◆ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Interest is Due! ◆ (auditory, concentrate, linguistic, mental) **Frequency** once per round; **Effect** The loan shark commands an ally within 30 feet to attack a creature who owes the loan shark money. The ally can use a reaction to Strike the debtor, dealing an additional 1d6 mental damage.

MORE SCAMS

- Fraudsters sell fake alchemical items, medicines, charms, talismans, or other minor magics.
- Unscrupulous moneylenders take advantage of lax business regulations to employ predatory repayment terms.
- Phony fortune-tellers and mediums use cold-reading techniques to lull gullible marks.

Ruffian

Ruffians often work as bodyguards and enforcers for powerful criminals, using their strength to bully others into submission.

RUFFIAN — CREATURE 2

MEDIUM | HUMAN | HUMANOID

Perception +8

Languages Common

Skills Athletics +7, Intimidation +6, Stealth +6

Str +3, **Dex** +2, **Con** +3, **Int** –1, **Wis** +2, **Cha** +0

Items club, sling (10 bullets), studded leather armor

AC 18; **Fort** +9, **Ref** +8, **Will** +6

HP 30

Reactive Strike ↺ (page 231)

Speed 25 feet

Melee ◆ club +9, **Damage** 1d6+5 bludgeoning

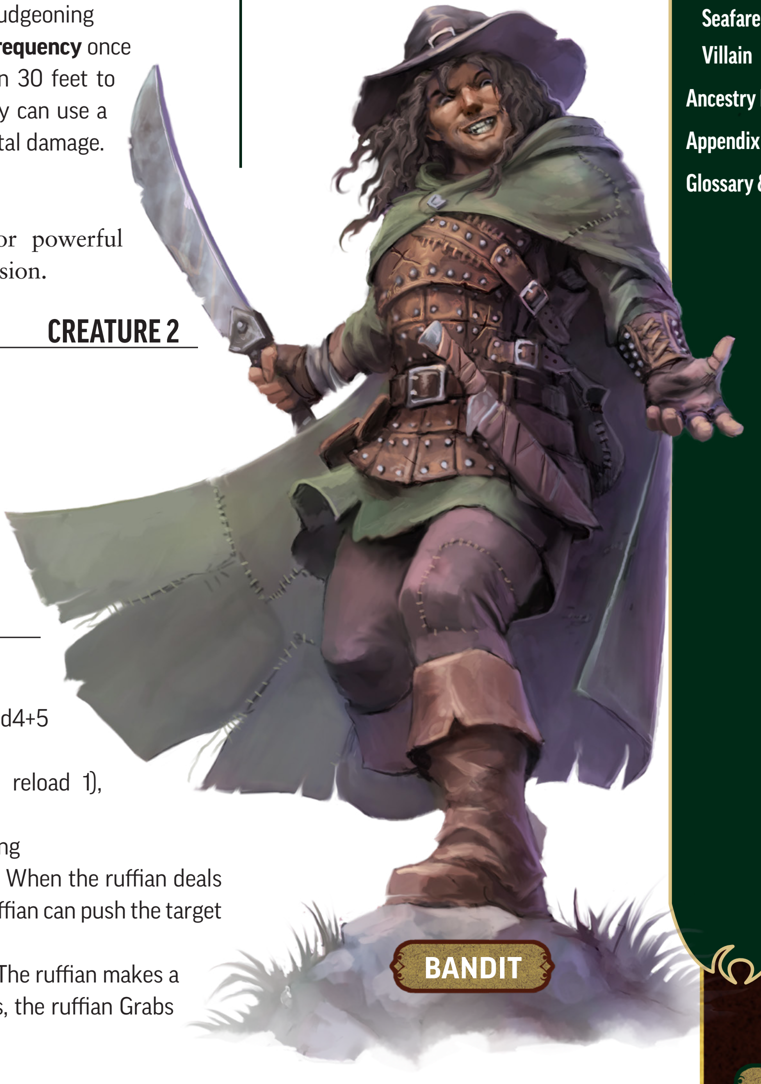
Melee ◆ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ◆ sling +8 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+5 bludgeoning

Ranged ◆ club +8 (thrown 10 feet), **Damage** 1d6+5 bludgeoning

Brutal Beating The ruffian's brutality shakes foes' confidence. When the ruffian deals damage on a critical hit, the target is frightened 1, and the ruffian can push the target up to 10 feet.

Combat Grab ◆ **Trigger** The ruffian has one hand free; **Effect** The ruffian makes a melee Strike while keeping one hand free. If this Strike hits, the ruffian Grabs



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FANTASY CRIMES

While many crimes in Pathfinder are similar to crimes in the real world, certain crimes are possible only in a world of magic. These include using magic to win a wager, malicious uses of curses, violating autonomy with spells that charm or control others, falsifying fortunes, violating privacy with scrying, or trespassing via teleportation.

the target using their free hand. The creature remains grabbed until the end of the ruffian's next turn or until it Escapes, whichever comes first.

Sneak Attack The ruffian deals an extra 1d6 precision damage to off-guard creatures.

Charlatan

Charlatans use pretense and misdirection to swindle money and other valuables from the credulous and confused.

CHARLATAN CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Acrobatics +8, Deception +11, Diplomacy +9, Occultism +7, Performance +11, Society +7, Stealth +8, Thievery +8, Underworld Lore +9

Str +0, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4

Items disguise kit, lute, shortsword, thieves' toolkit, whip

Versatile Performance The charlatan can use their Performance skill to Make an Impression, to Demoralize, and they can use an acting Performance to Impersonate.

AC 18; **Fort** +5, **Ref** +8, **Will** +10

HP 40

Speed 25 feet

Melee ◆ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

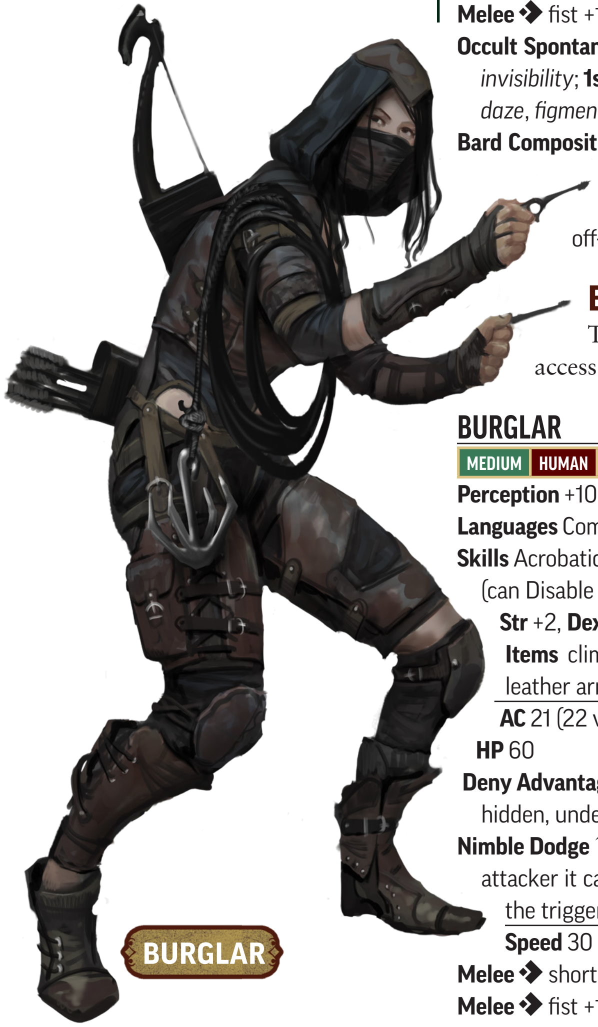
Melee ◆ whip +10 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+2 slashing

Melee ◆ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Occult Spontaneous Spells DC 20, attack +12; **2nd** (2 slots) *charm*, *illusory disguise*, *invisibility*; **1st** (3 slots) *disguise magic*, *illusory disguise*, *ventriloquism*; **Cantrips (2nd)** *daze*, *figment*, *message*, *prestidigitation*, *telekinetic hand*

Bard Composition Spells 1 Focus Point, DC 19; **1st** *counter performance* (*Player Core* 370); **Cantrips (1st)** *courageous anthem* (*Player Core* 370)

Sneak Attack The charlatan deals an extra 1d6 precision damage to off-guard creatures.



Burglar

These criminals specialize in breaking and entering, gaining access to secure buildings and bypassing security measures undetected.

BURGLAR CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +10 (+11 to find traps)

Languages Common

Skills Acrobatics +10, Athletics +8, Deception +7, Society +7, Stealth +12, Thievery +12 (can Disable traps that require master proficiency), Underworld Lore +7

Str +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +1

Items climbing kit, composite shortbow (10 arrows), lesser darkvision elixir, leather armor, shortsword, thieves' toolkit

---

AC 21 (22 vs. traps); **Fort** +7, **Ref** +12, **Will** +10; +1 circumstance to all saves vs. traps

HP 60

Deny Advantage The burglar isn't off-guard to creatures of 4th level or lower that are hidden, undetected, flanking, or using surprise attack.

Nimble Dodge ⤾ **Trigger** The burglar is targeted with a melee or ranged attack by an attacker it can see; **Effect** The burglar gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ◆ shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+5 piercing

Melee ◆ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ◆ composite shortbow +14 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing

Mobility When the burglar Strides half their Speed or less, that movement does not trigger reactions.

Sneak Attack The burglar deals an extra 1d6 precision damage to off-guard creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are off-guard to the Burglar.

Fence

Fences make themselves indispensable to the underworld by paying for stolen goods only to resell them later, whether through a seemingly legitimate business or to a closed group of elite buyers.

FENCE CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Accounting Lore +13, Acrobatics +10, Crafting +13, Deception +13, Diplomacy +11, Intimidation +11, Society +11, Stealth +10, Thievery +10, Underworld Lore +15

Str +0, **Dex** +3, **Con** +0, **Int** +4, **Wis** +2, **Cha** +4

Items dagger (10), lesser darkvision elixir, disguise kit, shortsword, lesser smoke ball (2), thieves' toolkit

Fence's Eye Fences can use Underworld Lore to identify an item's value and Identify Magic on an item. They gain a +2 circumstance bonus to Underworld Lore checks when doing so, and to all Underworld Lore checks related to stolen items.

AC 20; **Fort** +9, **Ref** +12, **Will** +15

HP 70

Speed 25 feet

Melee ◆ shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+6 piercing

Melee ◆ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Melee ◆ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ◆ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

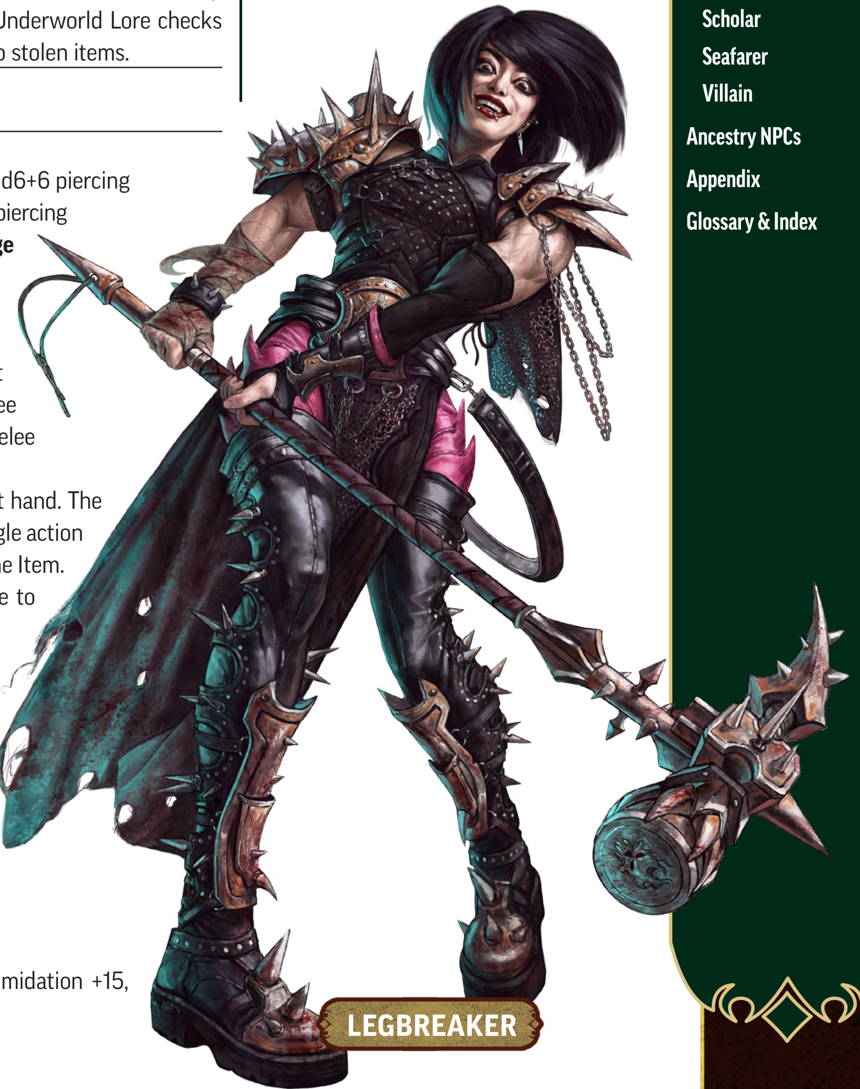
Fence's Feint ◆ The fence Feints, then can Step. If the Feint succeeds, the target is off-guard against the fence's melee attacks until the end of the fence's next turn (or to all melee attacks on a critical success).

Quick Rummage ◆ The fence always has a few items close at hand. The fence Interacts to draw a weapon or an item that takes a single action to activate, and then Strikes with the weapon or Activates the Item.

Sneak Attack The fence deals an extra 2d6 precision damage to off-guard creatures.

Legbreaker

Criminal organizations are always happy to loan out money at exorbitant rates, and their legbreakers are always happy to collect.


LEGBREAKER

LEGBREAKER CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Athletics +16 (+17 when Shoving with their maul), Intimidation +15, Stealth +15, Thievery +13

Str +4, **Dex** +3, **Con** +3, **Int** –1, **Wis** +2, **Cha** +0

PROTECTION RACKETS

Criminal organizations often find it easier to demand protection money from locals than go to the trouble of stealing it. "Protection" includes an implicit assumption that those who pay up are safe from those criminals, and some groups also promise retribution should those who pay them fall afoul of other criminals.

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CORRUPTION FOR HIRE

The criminals in this section don't always have to exist in opposition to the PCs. Characters might make use of a corrupt judge to keep a target of their investigations in town while they go about their business or hire a master of disguise to infiltrate a building and map a floor plan before pulling a job. All it takes is coin and a quiet word in the right ear.

Items +*1 maul*, studded leather

AC 23; **Fort** +15, **Ref** +15, **Will** +12

HP 110

Reactive Strike ⤾ (page 231)

Speed 30 feet

Melee ◆ *maul* +17 (magical, shove), **Damage** 1d10+10 bludgeoning

Melee ◆ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

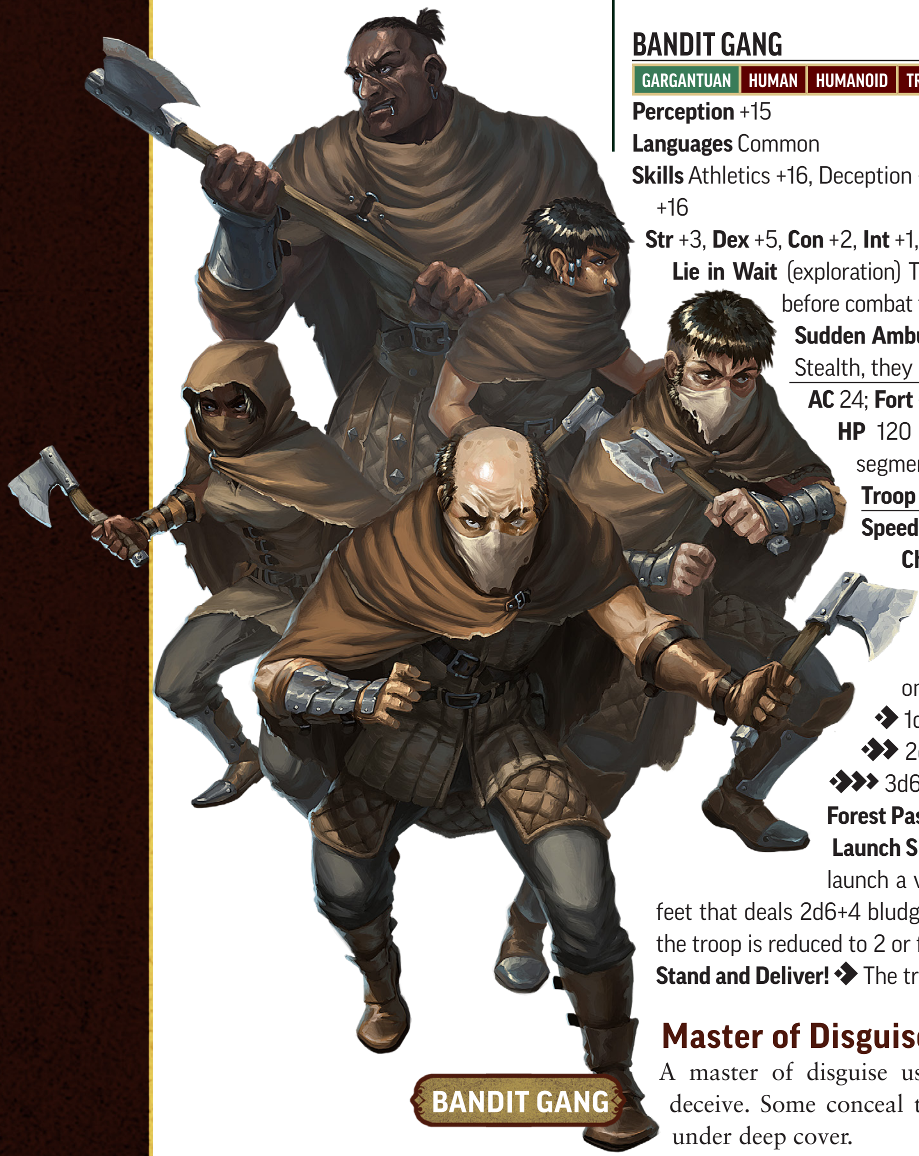
Break Legs! ◆◆ The legbreaker makes a maul Strike against an adjacent creature. If it hits, the creature is knocked prone and becomes clumsy 1 for 1 minute. As long as this clumsy condition lasts, the creature also takes a –5-foot penalty to its Speeds and has weakness 5 to the legbreaker's Strikes.

Rushing Strike ◆◆ The legbreaker Strides twice. If they end their movement within melee reach of an enemy, they can make a melee Strike against that enemy.

Stampeding Shove ◆ The legbreaker Shoves a creature, gaining a +2 circumstance bonus to their Athletics check if the target is prone. If the Shove succeeds, the target takes 2d10 bludgeoning damage (double damage on a critical success).

Bandit Gang

Cutthroat crews of criminals form gangs to take out larger scores and intimidate their victims. Bandit gangs are often accompanied by a gang leader (page 160).



BANDIT GANG

BANDIT GANG CREATURE 7

GARGANTUAN **HUMAN** **HUMANOID** **TROOP**

Perception +15

Languages Common

Skills Athletics +16, Deception +14, Intimidation +16, Stealth +17, Survival +11, Thievery +16

Str +3, **Dex** +5, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3

Lie in Wait (exploration) The troop can spend 10 minutes preparing the ground before combat to gain a +2 circumstance bonus to their initiative roll.

Sudden Ambush When the troop rolls initiative using Deception or Stealth, they can use Stand and Deliver! as a free action.

AC 24; **Fort** +15, **Ref** +16, **Will** +13

HP 120 (4 segments); **Thresholds** 80 (3 segments), 40 (2 segments); **Weaknesses** area damage 8, splash damage 8

Troop Defenses (page 231)

Speed 25 feet; forest passage, troop movement (page 231)

Chop 'em Down! ◆ to ◆◆◆ **Frequency** once per round; **Effect** The bandits make a coordinated attack with their axes against each enemy in a 5-foot emanation with a DC 22 basic Reflex save. The damage depends on the number of actions.

◆ 1d6+3 slashing damage

◆◆ 2d6+9 slashing damage

◆◆◆ 3d6+9 slashing damage

Forest Passage As bandit.

Launch Slings! ◆◆ The bandits draw or reload their slings, then launch a volley of sling bullets. This is a 10-foot burst within 50 feet that deals 2d6+4 bludgeoning damage with a DC 22 basic Reflex save. When the troop is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Stand and Deliver! ◆ The troop attempts to Demoralize up to 4 creatures.

Master of Disguise

A master of disguise uses costuming, makeup, and minor illusions to deceive. Some conceal their identity for years, infiltrating organizations under deep cover.

MASTER OF DISGUISE — CREATURE 7

MEDIUM | HUMAN | HUMANOID

Perception +17 (+21 to Sense Motive)

Languages Common, Dwarven, Elven, Gnomish, Halfling

Skills Deception +18, Diplomacy +16, Performance +16, Society +17, Stealth +17, Thievery +15, Underworld Lore +15

Str +0, **Dex** +4, **Con** +0, **Int** +2, **Wis** +3, **Cha** +5

Items dagger (5), elite disguise kit, *masquerade scarf*

Deep Cover At most times, a master of disguise has infiltrated a specific organization, gaining a +2 circumstance bonus to Gather Information, Impersonate, Lie, or Request when dealing with its members.

Disguise Specialist For social encounters involving impersonation, the master of disguise is a 10th-level challenge.

AC 25; **Fort** +11, **Ref** +17, **Will** +16

HP 110

Speed 25 feet

Melee ◆ dagger +16 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Melee ◆ fist +16 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ◆ dagger +16 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Double Take If the master of disguise and the creature they're Impersonating are in each others' presence, the genuine creature must Lie if they're vouching for their own identity, and are treated as though they were Impersonating themself if someone Seeks in an attempt to pierce their disguise. The genuine creature can use their Deception modifier, Diplomacy modifier, or a +15 modifier, whichever is highest.

Impeccable Disguise ◆◆◆ The master of disguise creates a disguise and Impersonates. They gain a +5 status bonus to Deception checks to Impersonate or to tell a Lie that helps them maintain their disguise. When a spell or magical effect tries to read their mind, detect whether they're lying, or reveal their identity, they can attempt a Deception check against the spell or effect's DC. If they succeed, the effect reveals information appropriate to their cover identity or nothing (the GM determines which).

Shocking Reveal ◆ (manipulate) The master of disguise removes their disguise with a dramatic gesture. Any creatures that previously failed to see through the disguise is off-guard to the master of disguise until the end of the turn.

Sneak Attack The master of disguise deals an additional 3d6 precision damage to off-guard creatures.

Assassin

Assassins commit murder, either for pay or due to their belief in a cause, such as a religion or a political movement. Many are members of assassins' guilds: organizations that accept contracts to kill in return for money, favors, or both.

ASSASSIN — CREATURE 8

MEDIUM | HUMAN | HUMANOID

Perception +16

Languages Common

Skills Acrobatics +17, Athletics +13, Deception +12, Diplomacy +10, Intimidation +10, Medicine +14, Society +12, Stealth +19, Thievery +15, Underworld Lore +14

Str +3, **Dex** +5, **Con** +2, **Int** +2, **Wis** +2, **Cha** +0

Items *+1 striking composite shortbow* (20 arrows), lesser darkvision elixir, giant centipede venom (4), *invisibility potion*, leather armor, lethargy poison (3), *+1 rapier*

AC 26; **Fort** +12, **Ref** +19, **Will** +14

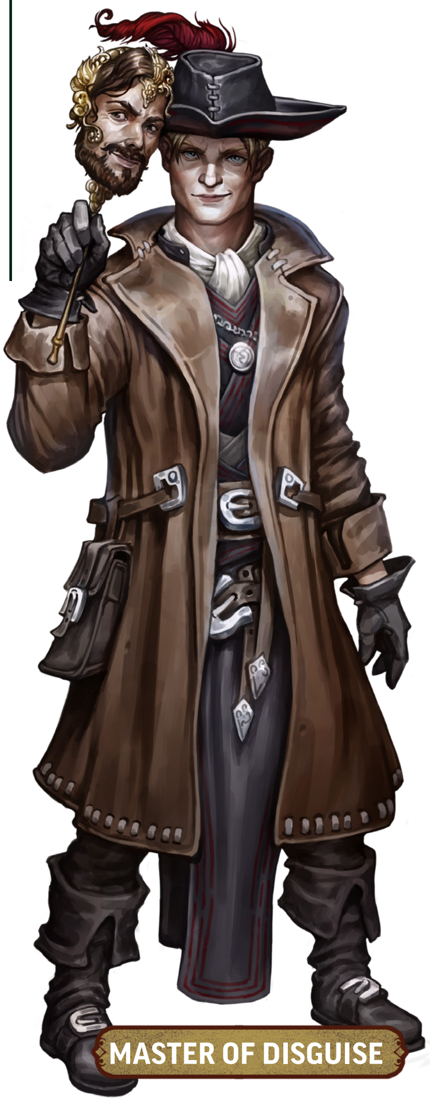
HP 130

Deny Advantage As burglar, but 8th level.

Nimble Dodge ⤾ As burglar.

KNOW YOUR ENEMY

A master of disguise presents an opportunity for GMs to make past events relevant again. An NPC who was previously significant may well have been a master of disguise who is now revealing themself to the PCs years later, opening a web of connections the PCs never knew existed until now.


MASTER OF DISGUISE

Speed 25 feet, swift sneak

Melee ◆ *rapier* +20 (deadly d8, disarm, finesse, magical), **Damage** 1d6+9 piercing

Melee ◆ fist +19 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ◆ *composite shortbow* +20 (deadly 2d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 2d6+7 piercing

Assassin's Poison ◆ (manipulate) **Requirements** The assassin is wielding a piercing or slashing weapon and has a free hand; **Effect** The assassin applies a poison to the weapon. That poison's DC is increased to 24 if it was lower.

Quick Draw ◆ The assassin Interacts to draw a weapon, then Strikes with that weapon.

Sneak Attack The assassin deals an extra 2d6 precision damage to off-guard creatures.

Surprise Attack As burglar.

Swift Sneak The assassin can move their full Speed when Sneaking.

FOLK HEROES

Real-world bandits exist in folklore and history as champions of the downtrodden, fighting against their oppressors, robbing the rich, and striking at the powerful from secret dens deep in the wilderness. The gang leader could well be a local legend, someone who the PCs can turn to for mutual aid when the going gets tough.

Crime Kingpin

Kingpins build empires from the shadows, ruling their territory ruthlessly and keeping their business private. Most forge connections with the rich and powerful, doing dirty work for politicians and minor nobles in return for influence and favors that can be called in at any time.

CRIME KINGPIN CREATURE 12

MEDIUM HUMAN HUMANOID

Perception +22 (+24 to Sense Motive)

Languages Common

Skills Athletics +25, Deception +24, Diplomacy +22, Intimidation +28, Society +24, Stealth +23, Thievery +24, Underworld Lore +24

Str +3, **Dex** +5, **Con** +3, **Int** +2, **Wis** +2, **Cha** +6

Items *+1 striking hand crossbow* (10 bolts), *+1 leather armor*, *potion of flying*, *moderate potion of healing* (2), *+1 striking rapier*

AC 32; **Fort** +23, **Ref** +23, **Will** +22

HP 250

Kingpin's Presence (aura, emotion, mental) 30 feet. Allies in the aura gain a +2 status bonus to saving throws against mental effects.

Deny Advantage As burglar, but 12th level.

Reactive Strike ⤾ (page 231)

You'll Pay for That ⤾ (auditory, concentrate, emotion, linguistic, mental) **Trigger** An enemy damages the kingpin; **Effect** The kingpin issues a vendetta against the enemy. Each of the kingpin's allies who hears the command gains a +5 status bonus to their next damage roll against that enemy.

Speed 25 feet

Melee ◆ *rapier* +26 (deadly d8, disarm, finesse, magical), **Damage** 2d6+11 piercing

Melee ◆ fist +26 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

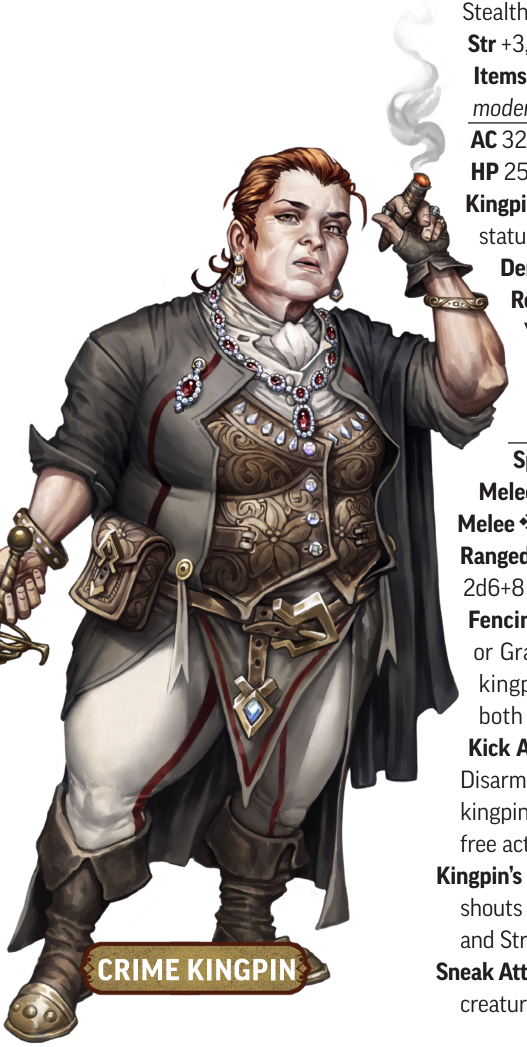
Ranged ◆ *hand crossbow* +26 (magical, range increment 60 feet, reload 1), **Damage** 2d6+8 piercing

Fencing Brawl ◆◆ The kingpin attempts a rapier Strike followed by a Disarm or Grapple attempt against the same enemy. These count as one attack for the kingpin's multiple attack penalty, and the penalty doesn't increase until after both attacks.

Kick Away ⤾ **Trigger** The kingpin knocks an item out of a creature's grasp using Disarm; **Effect** The kingpin kicks the weapon up to 20 feet in any direction. If the kingpin kicks the weapon into an ally's square, that ally can catch the weapon as a free action, Releasing anything else they're holding if necessary.

Kingpin's Command ◆ (auditory, concentrate, linguistic, mental) The crime kingpin shouts a command to an ally of their choice. That ally can spend a reaction to Stride and Strike. The ally becomes immune to Kingpin's Command for 24 hours.

Sneak Attack The crime kingpin deals an additional 3d6 precision damage to off-guard creatures.


CRIME KINGPIN

Flamboyant Thief

There's no honor among thieves, but if there were points for style, these thieves would have 10s across the board. Some would say flamboyant thieves value showcasing their skills rather than successfully stealing an item, but what better way to show that you're the best than with an audience?

FLAMBOYANT THIEF CREATURE 15

RARE MEDIUM HUMAN HUMANOID

Perception +27

Languages Common

Skills Acrobatics +29, Athletics +26, Deception +28, Intimidation +26, Performance +28, Society +24, Stealth +31, Thievery +31, Underworld Lore +28

Str +5, **Dex** +6, **Con** +1, **Int** +3, **Wis** +4, **Cha** +5

Items *+2 striking returning dagger*, elite disguise kit, fine clothes,*+1 resilient leather armor, potion of flying*, greater smoke ball, infiltrator thieves' toolkit

Flamboyant Performance A flamboyant thief's attempts to Steal don't automatically fail even if a creature is in combat or on guard. While being observed, the thief gains a +2 circumstance bonus to Deception checks to Create a Diversion or Feint and to Thievery checks to Palm an Object or Steal. However, they are compelled to leave a tangible sign of their presence, such as a calling card or symbol—often in place of a stolen item.

Vanishing Act The flamboyant thief can Hide and Sneak even without having cover or being concealed.

AC 37; **Fort** +23, **Ref** +30, **Will** +26

HP 225

Dramatic Entrance ◇ (emotion, mental, visual) **Trigger** The flamboyant thief rolls initiative; **Effect** The flamboyant thief draws all eyes to them. They attempt a Performance check, comparing the result against the Will DC of any number of creatures within 120 feet. Each creature the thief succeeds against is fascinated with the thief until the end of the thief's next turn.

I Say When I'm Here When any detection, revelation, or scrying magic would reveal the flamboyant thief, the thief becomes aware of it and can attempt to counteract the magic with a counteract rank of 8th level and using their Stealth as their counteract modifier.

Nimble Dodge ↺ As burglar.

Speed 30 feet

Melee ◆ *dagger* +29 (agile, finesse, magical, versatile S) **Damage** 2d4+11 piercing plus spectacular attack

Melee ◆ fist +27 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning plus spectacular attack

Ranged ◆ *dagger* +29 (agile, magical, thrown 10 feet, versatile S), **Damage** 2d4+11 piercing plus spectacular attack

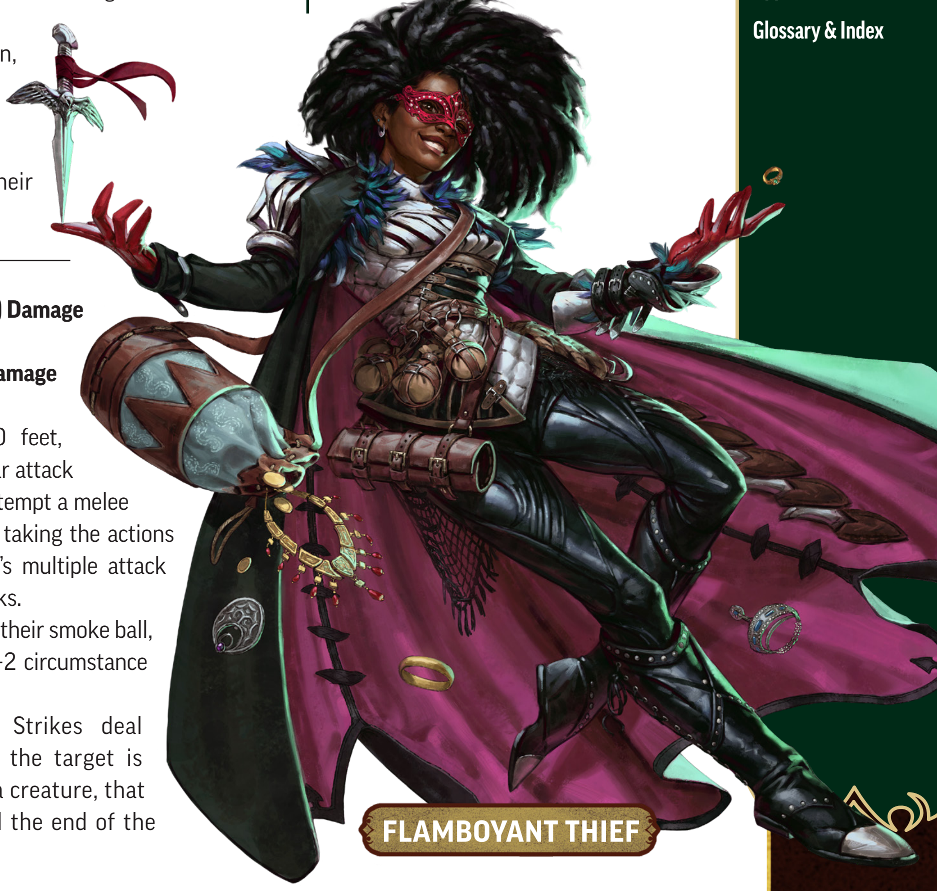
Dancing Dagger ◆◆ The flamboyant thief can Step, attempt a melee dagger Strike, and attempt a ranged dagger Strike, taking the actions in any order. Both Strikes count toward the thief's multiple attack penalty, but it doesn't increase until after both attacks.

Dramatic Exit ◆◆◆ The flamboyant thief throws down their smoke ball, then Hides, then Sneaks up to three times with a +2 circumstance bonus to their Stealth checks.

Spectacular Attack All the flamboyant thief's Strikes deal an additional 3d6 precision damage or 6d6 if the target is fascinated with the thief. After the thief Strikes a creature, that creature becomes fascinated with the thief until the end of the thief's next turn.

CALLING CARDS

Flamboyant thieves love to build personas for themselves and gain an infamous reputation. Their choice of calling card is the primary way they accomplish this. It must be something unique and difficult to replicate to prevent pretenders. Some calling cards may include the feather of a phoenix, a rare flower, an intricate clockwork toy, or a custom playing card.



FLAMBOYANT THIEF

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Criminal Tools

Old reliable items like a disguise kit, thieves' toolkit, and a concealed dagger or two always have a place in a criminal's collection. But they're always on the hunt for new tools that can give them an edge to cheat or steal. These new items appear in the bounty board entries but might be used by other gamblers and smugglers.

LOADED DICE ITEM 1

Price 5 gp

Usage held in 2 hands; **Bulk** L

These dice are weighted on one side to ensure they always land with the desired number facing up. Loaded dice grant you a +1 item bonus to Games Lore checks to gamble with the dice.

A creature can determine a die is loaded while handling it with a successful secret DC 20 Perception check. Determining dice are loaded without handling the dice is more difficult, especially since smart cheaters switch loaded dice in and out so they don't suspiciously roll the same number over and over. In this case, an observer must succeed at a secret Perception check against the roller's Games Lore or Thievery DC to notice the switches or the patterns.

SURPRISE DOLL ITEM 1+

Usage held in 1 hand; **Bulk** L

This doll contains a hidden compartment or pouch capable of holding a single object of up to light Bulk—typically a bell, rattle, or dried flowers.

Type surprise doll; **Level** 1; **Price** 1 gp

Type exquisite surprise doll; **Level** 2; **Price** 10 gp

Hiding an object inside this beautifully crafted surprise doll grants you a +1 item bonus to Stealth checks made to Conceal an Item, as the compartment is particularly well-hidden and weighted to ensure the doll doesn't feel off-balance with an item inside.

Criminal Magic

Since the casting of certain spells in public spaces is often frowned upon or downright illegal, crime has evolved and adapted to avoid the law's detection. Even criminals who aren't spellcasters might learn to use wands with the following spells as another tool of their illicit trade.

500 TOADS ◆◆ SPELL 1

RARE CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 30 feet; **Area** 15-foot burst

Duration 1 round

You conjure hundreds of magical toads to fill the area and hop around. The vast quantity of hopping toads provides enough weight and height for the creatures to trigger any potential trap in the area that could be triggered by the weight, movement, or position of a Medium creature. The area is difficult terrain, and the magic reconstructs any toads destroyed by traps to keep the area full of toads for the duration of the spell.

BURGLAR'S BLIND ◆◆ SPELL 3

RARE ILLUSION MANIPULATE SUBTLE

Traditions occult

Range 60 feet; **Targets** 1 willing creature

Duration sustained up to 10 minutes

The only thing thieves love more than being silent and stealthy is the piles of gold they win with that silence and stealth. You mask the target with multiple illusions combined in a perfect mix, affecting them with both the *invisibility* and *silence* spells. If the target takes a hostile action, *burglar's blind* and both the spells it grants end after the hostile action is completed.

Heightened (5th) You can target up to 5 willing creatures. The spells end for all targets if any one of them takes a hostile action.

FAR-FLUNG FETCH ◆ SPELL 2

RARE MANIPULATE SUBTLE TELEPORTATION

Traditions arcane, divine, occult

Range 60 feet; **Target** 1 unattended object of light Bulk or less

You can pilfer an object even if it's outside the reach of your fingers. You teleport the target into one of your open hand. If you don't have a hand free, it falls to the ground at your feet.

Heightened (3rd) The range increases to 120 feet.

Heightened (5th) The range increases to 120 feet, and you can target an unattended object with a Bulk of 1 or less.

Heightened (7th) As 5th rank, and when you Cast the Spell you can spend 3 actions instead of 1 to increase the range to planetary. If you do, you don't need line of sight to the target, but you must be extremely familiar with the target.

INFILTRATOR'S TUNNEL ◆◆ SPELL 4

RARE CONCENTRATE MANIPULATE TELEPORTATION

Traditions arcane, occult

Range 60 feet (see text)

Duration 1 minute

It's best to know the ingress and egress points for any location you plan to rob. But it's even better to make your own! You create two portals. One appears on a flat surface you can touch, and the other appears on a different flat surface in range that you can see.

You can move through the portals as though they were adjacent to each other. Any other creature attempting to move through the portals must succeed at a Will saving throw or be teleported up to 30 feet away from their starting point to a random safe space determined by the GM.

Heightened (6th) When you Cast the Spell, you can designate up to 5 other creatures to freely move between the portals.

Bounty Hunting

When in a settlement, player characters can check bounty boards to find wanted criminals in the vicinity. The rewards depend on which organization is offering the bounty. They might be different from what's listed here, and items are often payable in advance if they'll help stop the criminal.

BOUNTY BOARD

Person	Crime	Reward	Recommended Level
Calla	A performer known to sing on street corners as a distraction for other members of their gang to murder the listeners.	30 gp, *minor healing potion* (3)	1
Garth "Funk" Ellion	Garth blocks off alleyways with barrels of fish heads and other offal, then forces shop owners to pay him to move the barrels. If they refuse, he dunks them in the refuse.	8 gp	1
Horatio	A halfling gambler who has been banned from most dice houses for accusations of cheating and thievery.	10 gp, 25 gp house credit, loaded dice	1
The Scamps	A band of orphan thieves runs wild through various towns and hamlets, taking whatever they can get their hands on that isn't nailed down.	5 gp, exquisite surprise doll (page 26)	1
Georgina	Georgina has been terrorizing the countryside with her band of wolves and demanding fees and payments from farmers and travelers.	7 gp, *wolf fang* (4)	2
Gwevvyn	A giant eagle has been attacking merchant caravans, picking off the guards and leaving the merchants vulnerable to their bandit accomplices.	50 gp in credit with the merchants, *vine arrow* (2)	2
Mr. Wiggles	A jolly troubadour plays the part of the fool quite well, but when Mr. Wiggles rambles out of town, local performers find their instruments and works have been stolen.	10 gp, fine clothing, virtuoso handheld musical instrument	2
Parcellus	Giant rats have been appearing in the tavern cellars. Parcellus accepts a fee to exterminate them, but they always return.	15 gp, *bravo's brew* (2)	2
The Dashing Rogue	A noble turned vigilante for fun, the Dashing Rogue travels the roadways to challenge strong opponents to duels. Their noble family wants their safe return.	10 gp, *+1 striking rapier*	3
Tam Nettles	Tam ingratiates himself within middle-class circles to steal someone's identity. The victim is never seen again.	10 gp, *masquerade scarf*, *ring of sigils*	3
Jasper	Minor nobles have been turning up dead after having a meal. Jasper has been poisoning them and collecting their valuables.	18 gp, *wand of cleanse cuisine*	3
Riven and Sunder	These twin necromancers use their unholy arts to intimidate locals into paying a protection fee for deceased loved ones. If they refuse, a new corpse joins their shambling army.	10 gp, *channel protection amulet*	3
Rose Seabreeze	Rose was engaged to a noble, but xe ended the engagement and stole several valuables. Xe claims the items were family heirlooms, and the noble stole them first.	100 gp, *infiltrator's accessory*[PC2]	4
Whistles	A notorious pickpocket has stolen from several minor nobles. Whistles frequents a dive called The Crusty Rind.	50 gp, *raiment runestone*	4
Vesperian Caltex	A traveling magician performs for towns and hamlets. The next day, it's discovered many homes have been burgled.	30 gp, *scroll of lock*, *tracker's goggles*	4
Bobbin	Bobbin offers healing services to orphanages and religious buildings and refuses any form of monetary compensation. Every patient treated by Bobbin dies within 3 days.	20 gp, greater elixir of life, *healer's gloves*	5
Julius	A vampire is constantly preying on the inhabitants of a local hamlet. People are found the next morning drained as dried husks in their homes.	30 gp, *holy water* (4), *shining symbol*, silver salve (2)	5
Millicent the Magnificent	A wizard offers to create portals to your destination for a price. These portals always lead to a thieves' den!	125 gp, *scroll of planar seal*	5
Frederick Von Fredericksburg	Frederick made a pact with a devil and accosts any travelers he meets at a crossroads. At best, the victims lose their possessions—at worst, their souls.	45 gp, *alloy orb* (2), *wand of holy light*	6

DEVOTEE

Religions inspire devout individuals to uphold their tenets.

Pilgrim

Pilgrims traverse the lands spurred on by some holy reason, be it to visit a sacred place or follow a prophetic vision.

PILGRIM OF IRORI CREATURE -1

MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Athletics +5, Irori Lore +6, Religion +5, Society +4, Survival +5

Str +1, **Dex** +0, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1

Items explorer's clothing, religious symbol of Irori, walking stick (functions as a staff)

Ambulatory Oration Creatures that engage in conversation with the pilgrim gain a +1 circumstance bonus to all Recall Knowledge checks and Gather Information checks for 4 hours related to any topics discussed with the pilgrim.

Path of the Faithful The pilgrim can use their Religion modifier instead of their Diplomacy modifier to Gather Information or Make an Impression as long as the pilgrim includes their religious teachings.

AC 14; **Fort** +4, **Ref** +4, **Will** +7

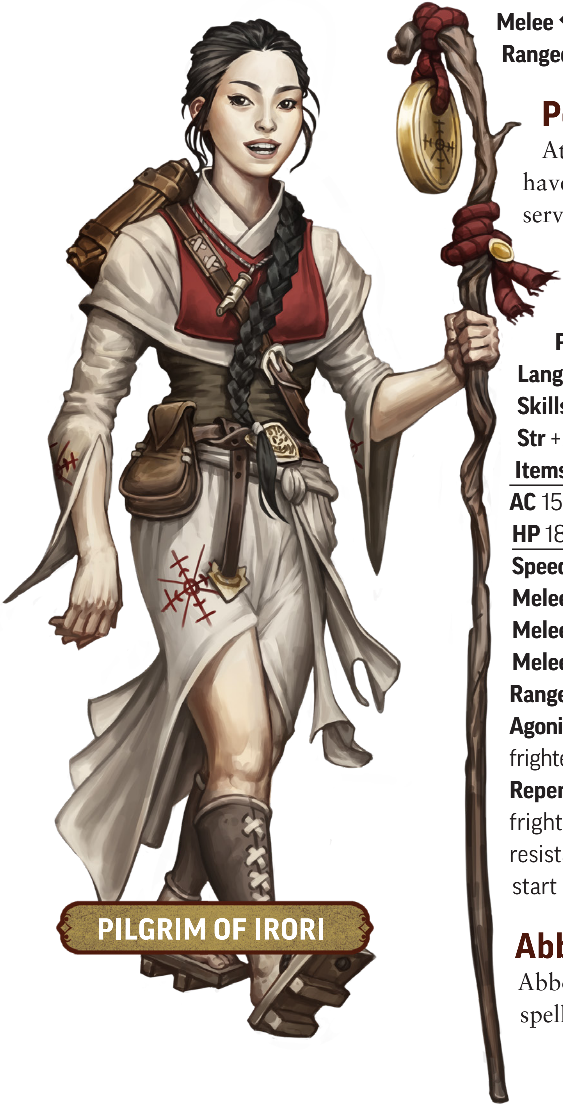
HP 9

Speed 25 feet

Melee ◆ staff +5 (two-hand 1d8), **Damage** 1d4+1 bludgeoning

Melee ◆ fist +5 (agile, nonlethal, unarmed), **Damage** 1d6+1 bludgeoning

Ranged ◆ rock +4 (thrown 10 feet), **Damage** 1d4+1 bludgeoning



Penitent

Atonement is seen as an ultimate act of supplication for those who have wronged their faith. Repentance takes several forms—acts of service, a pilgrimage, flagellation, or divine quests.

PENITENT OF CALISTRIA CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +4

Languages Common

Skills Athletics, +6, Calistria Lore +6, Deception +5, Intimidation +3, Religion +4

Str +2, **Dex** +1, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

Items dagger, explorer's clothing, religious symbol of Calistria, whip

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AC 15; **Fort** +6, **Ref** +5, **Will** +6

HP 18

Speed 25 feet

Melee ◆ whip +6 (disarm, nonlethal, reach, trip), **Damage** 1d4+2 slashing

Melee ◆ dagger +6 (agile, versatile S), **Damage** 1d4+2 piercing

Melee ◆ fist +6 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ dagger +5 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Agonizing Drive The penitent ignores the penalty to attack rolls from being frightened and gains a status bonus to damage rolls equal to their frightened value.

Repentant Defiance ◆◆ The penitent Strikes, then increases their own frightened value by 2 and deals 3 slashing damage to themselves, bypassing resistance. The penitent then gains resistance 3 to physical damage until the start of their next turn.

Abbot

Abbots are often the heads of religious institutions less focused on spellcasting, such as orphanages, religious schools, or charities.

WALKING THE WALK

Traveling devotees, such as the pilgrim and traveling priest, are both well-traveled and more than willing to speak to new people. This makes these voyagers a trove of rumors, stories of fabled lands, and wise words for those most in need. Yet, they're also far from home, so their reliance on the largesse of others means they're frequently willing to trade information, travel alongside others, share lodgings, or find other beneficial arrangements. Their companions' patience with the traveler's proselytizing can be another matter...

ABBOT OF ABADAR — CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common, Empyrean, Utopian

Skills Deception +6, Diplomacy +8 (+10 with members of own faith), Religion +21, Society +7

Str +1, **Dex** +1, **Con** –2, **Int** +2, **Wis** +4, **Cha** +3

Items crossbow (10 bolts), griffon cane (functions as a staff), religious symbol of Abadar

Religious Specialist For encounters involving religious debates or conflicts of doctrine, the abbot is a 9th-level challenge.

True Faith The abbot uses lessons from scripture to foil others trying to deceive them. They can use their Religion modifier to Sense Motive instead of Perception, and their Religion DC instead of their Perception DC against attempts to Lie to them.

AC 14; **Fort** +3, **Ref** +4, **Will** +11

HP 15

Speed 25 feet

Melee ◆ griffon cane +6 (two-hand d8), **Damage** 1d4+3 bludgeoning

Melee ◆ fist +6 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Melee ◆ crossbow +6 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing

Divine Protection ◆◆ (concentrate) **Frequency** once per day; **Effect** The abbot beseeches their deity to protect someone in their charge, attempting a DC 25 Religion check. If it succeeds, a divine *sanctuary* spell affects one of the abbot's allies within 60 feet. The Will DC is 17.

Acolyte

Underling clerics are still learning the tenets of their faith and answering to a superior priest. Their days are spent in devotion and learning, sequestered in temples.

ACOLYTE OF IOMEDAE — CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Diplomacy +5, Intimidation +5, Religion +7, Society +4

Str +1, **Dex** +2, **Con** –1, **Int** +1, **Wis** +4, **Cha** +2

Items crossbow (10 bolts), longsword, religious symbol of Iomedae, religious text of Iomedae

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AC 15; **Fort** +2, **Ref** +5, **Will** +9

HP 15

Speed 25 feet

Melee ◆ longsword +6 (versatile P), **Damage** 1d8+1 slashing

Melee ◆ fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ◆ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Divine Prepared Spells DC 17, attack +9; **1st** *heal* (×4), *sanctuary*, *sure strike*; **Cantrips (1st)** *detect magic*, *light*, *read aura*, *shield, void warp*

Cleric Domain Spells 1 Focus Point, DC 17; **1st** *weapon surge* (*Player Core* 381)

Blasphemer

Blasphemers spread messages contrary to the tenets of their faith, often out of the belief that the gods are specifically targeting them to spread this message. In some cultures, such as Nidal, this is a heretical crime and can send a blasphemer on the run from the law.

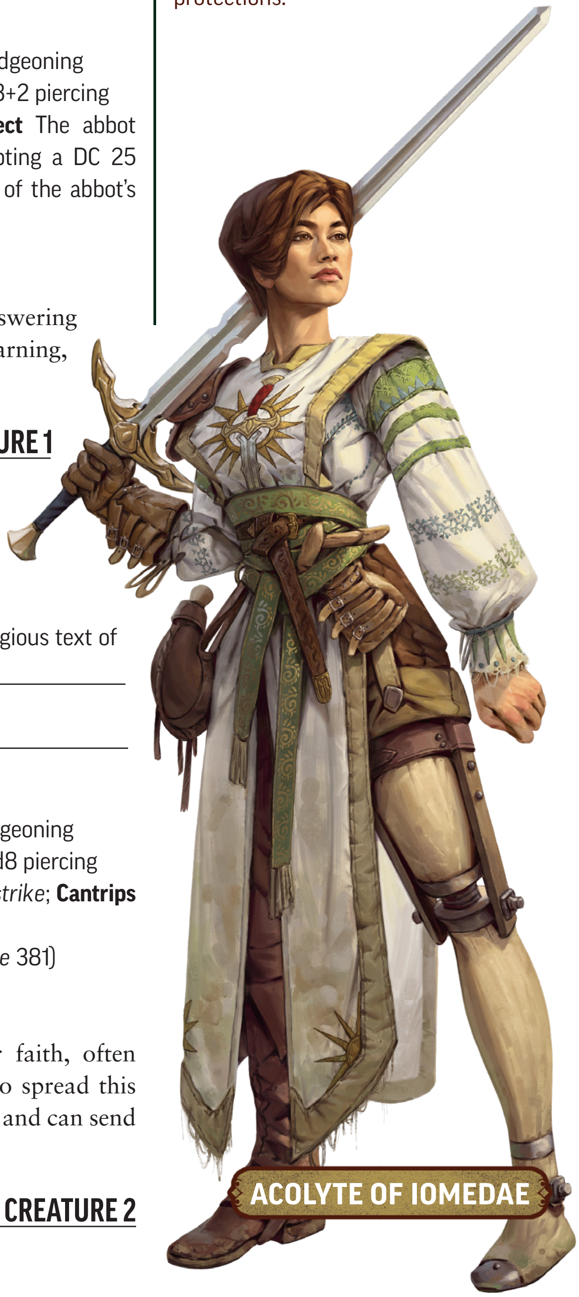
BLASPHEMER OF ZON-KUTHON — CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +8

SANCTUARY

Adventurers or those they rescue might be able to find sanctuary in sacred places to buy time against pursuers or disappear from those hunting them. These institutions range from simple rural shrines to monasteries to larger estates. The churches of Asmodeus, Cayden Cailean, Iomedae, Irori, Sarenrae, and Shelyn are the most likely to grant sanctuary—though some of these ask much in exchange for their protections.



ACOLYTE OF IOMEDAE

FAITHLESS GOALS

What sets a blasphemer apart from the prophet comes down to the blasphemer's at least partial awareness that they're purposefully corrupting the word of their deity. Blasphemers don't have the ability to cast cleric spells, since they're not following the tenets of their god; however, they may have additional spellcasting abilities they use to conceal this fact.

Languages Common, Shadowtongue

Skills Deception +9, Intimidation +7, Performance +7, Religion +6, Society +7

Str +3, **Dex** +1, **Con** +0, **Int** +1, **Wis** +2, **Cha** +3

Items hand crossbow, religious symbol of Zon-Kuthon, spiked chain

Twisted Faith When attempting a Religion skill check, the blasphemer can roll Deception instead, so long as they have an intelligent creature around as a witness. If the creature is a follower of the blasphemer's faith, the blasphemer receives a +2 circumstance bonus to the check.

AC 17; **Fort** +6, **Ref** +7, **Will** +10

HP 35

Speed 25 feet

Melee ◆ spiked chain +9 (disarm, trip), **Damage** 1d8+5 slashing

Melee ◆ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ◆ hand crossbow +7 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

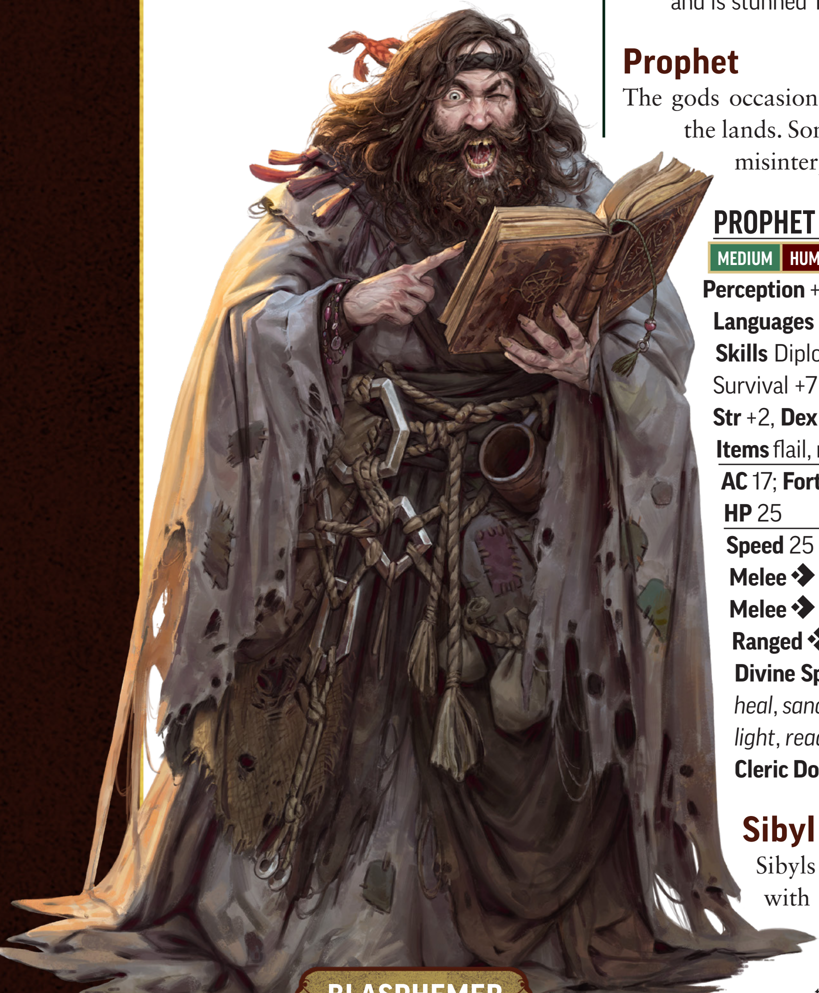
False Blessing ◆ (manipulate) The blasphemer attempts a DC 15 Religion check to attempt to cast the 1st-rank spell their deity grants to clerics (*phantom pain* for Zon-Kuthon). The spell must take 1, 2, or 3 actions to Cast. The blasphemer can use twisted faith to roll Deception instead if they have a witness, as normal.

Critical Success The blasphemer successfully Casts the Spell, then is stunned with a value equal to the number of actions the spell takes – 1.

Success As critical success, plus the blasphemer takes 1d6 mental damage.

Failure The blasphemer fails to Cast the Spell and takes 1d6 mental damage.

Critical Failure The blasphemer fails to Cast the Spell, takes 2d6 mental damage, and is stunned 1.



BLASPHEMER

Prophet

The gods occasionally send messages in dreams to individuals who wander the lands. Some prophets have not received true divine missives but have misinterpreted normal dreams.

PROPHET — CREATURE 2

MEDIUM | HUMAN | HUMANOID

Perception +10

Languages Common

Skills Diplomacy +8, Performance +8 (+10 to spout prophecy), Religion +7, Survival +7

Str +2, **Dex** +1, **Con** +0, **Int** +1, **Wis** +3, **Cha** +4

Items flail, manifesto (functions as a religious text), pouch of rocks (10), robes

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AC 17; **Fort** +8, **Ref** +7, **Will** +11

HP 25

Speed 25 feet

Melee ◆ flail +8 (disarm, sweep, trip), **Damage** 1d6+2 bludgeoning

Melee ◆ fist +8 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ rock +7 (thrown 10 feet), **Damage** 1d4+2 bludgeoning

Divine Spontaneous Spells DC 18, attack +10; **1st** (4 slots) *bless*, *enfeeble*, *heal*, *sanctuary*; **Cantrips (1st)** *daze*, *detect magic*, *guidance*, *know the way*, *light*, *read aura*

Cleric Domain Spells 1 Focus Point, DC 18; **1st** *read fate* (*Player Core* 375)

Sibyl

Sibyls are oracular diviners who often fall deep into trances with their oracular curses to spur a frenzied mental state. In this trance, they connect with gods and spirits, albeit in a disorganized haze. Some false sibyls will use substances to try and attempt to bring on this same frantic connection, often with deadly results.

SIBYL CREATURE 3

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +9, lifesense 60 feet (page 230)

Languages Common

Skills Diplomacy +9, Occultism +9, Performance +9, Religion +11

Str +0, **Dex** +3, **Con** –1, **Int** +2, **Wis** +2, **Cha** +4

Items bundles of herbs, dagger

Induce Awe The sibyl can use Religion instead of Intimidation to Coerce or Demoralize.

AC 18; **Fort** +6, **Ref** +8, **Will** +12

HP 40

Foresight ↩ **Trigger** The sibyl becomes the target of a spell with the detection, prediction, revelation, or scrying trait; **Effect** The sibyl's oracular awareness alerts them to danger. They gain a +2 circumstance bonus to their saving throw or AC against the spell.

Speed 25 feet

Melee ◆ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus 1d6 spirit

Melee ◆ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning plus 1d6 spirit

Ranged ◆ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing plus 1d6 spirit

Divine Spontaneous Spells DC 19, attack +11; **2nd** (3 slots) *augury*, *darkness*, *sudden blight*$^{\text{PC2}}$; **1st** (4 slots) *command*, *concordant choir*$^{\text{PC2}}$, *fear*, *mindlink*; **Cantrips (2nd)** *detect magic*, *divine lance*, *guidance*, *haunting hymn*$^{\text{PC2}}$, *know the way*

Oracle Focus Spells 1 Focus Point, DC 19; **2nd** *brain drain* (*Player Core 2* 261)

Divine Frenzy ◆ (concentrate, divine, emotion, mental) **Requirements** The sibyl isn't fatigued or in a frenzy; **Effect** The sibyl enters into a divine frenzy that lasts 1 minute. The sibyl can't voluntarily stop frenzying. While in a divine frenzy, the sibyl takes a –2 penalty to Perception checks and Will saves and gains a +2 status bonus to their spell DC and spell attack modifier. During a divine frenzy, the sibyl can't use actions with the concentrate trait unless they're Casting a Spell or Seeking. The frenzy lasts for 1 minute, until the sibyl falls unconscious, or the encounter ends, whichever comes first. The sibyl can't voluntarily end the frenzy.

Zealot

Zealots ferret out plots against their religion and seek justice for their church's followers. This zealot serves Asmodeus, but others might serve Abadar, Calistria, Iomedae, Norgorber, Pharasma, Sarenrae, or Zon-Kuthon. They often ride a war horse (*Monster Core* 201) wearing light barding. To depict a zealot's mount, add this horse to the encounter as an additional monster with its own actions, adjusting the encounter's XP budget accordingly.

ZEALOT OF ASMODEUS CREATURE 4

MEDIUM HUMAN HUMANOID UNHOLY

Perception +9

Languages Common

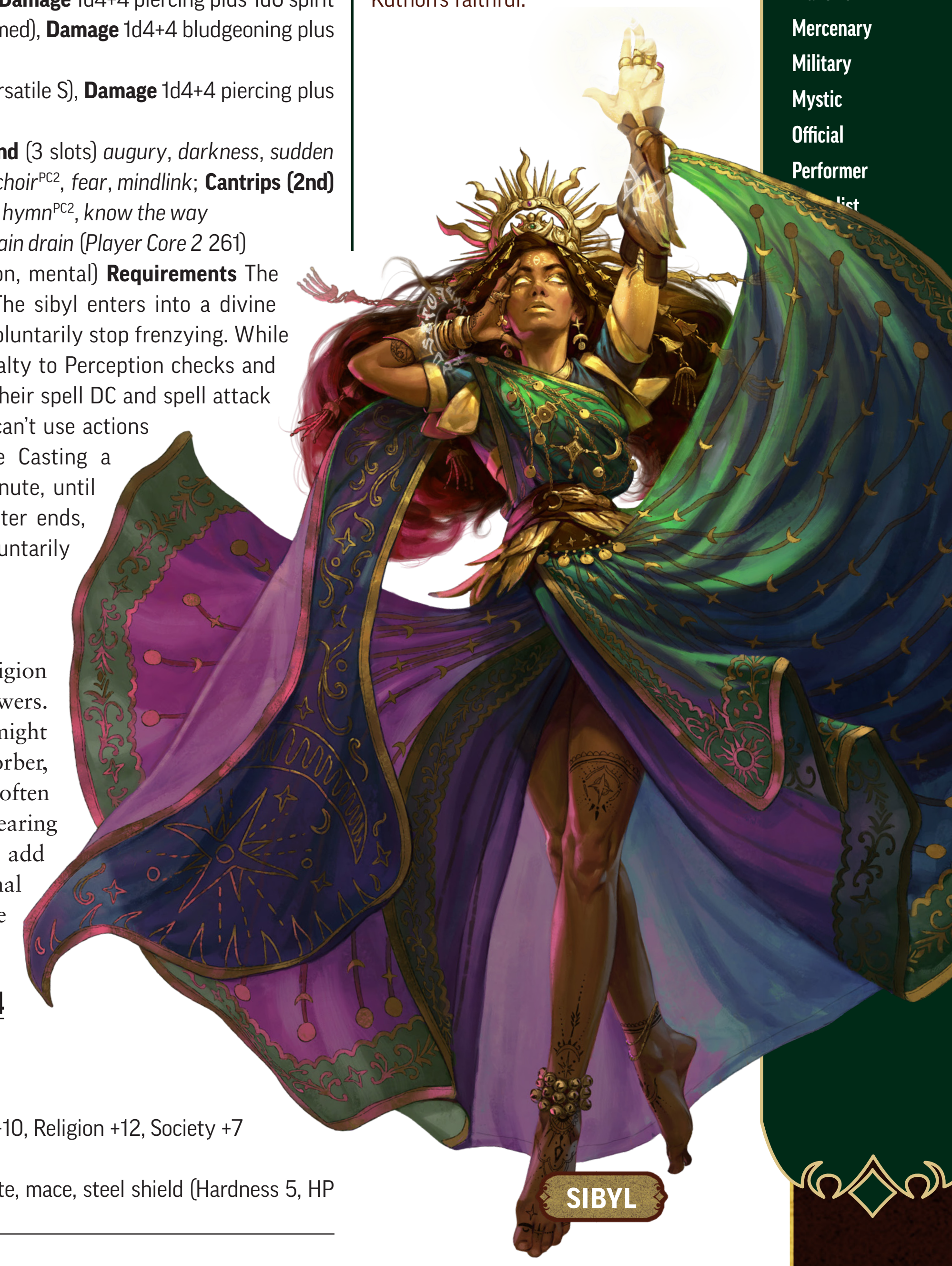
Skills Athletics +9, Deception +10, Intimidation +10, Religion +12, Society +7

Str +4, **Dex** +1, **Con** +1, **Int** +0, **Wis** +3, **Cha** +2

Items composite shortbow (20 arrows), half plate, mace, steel shield (Hardness 5, HP 20, BT 10)

IMPLEMENTS OF FAITH

The most essential equipment to display one's faith is the religious symbol of their deity, and those traveling in dangerous areas make sure to have the deity's favored weapon at hand. Expressing devotion through their other accoutrement is also a priority, such as blue-and-gold clothing and a golden religious symbol for a follower of Sarenrae or black clothes, chains, and spikes for one of Zon-Kuthon's faithful.



SIBYL

AC 22 (24 with shield raised); **Fort** +9, **Ref** +7, **Will** +11
HP 60
Shield Block ↩ (page 231)
Swear Vengeance ↩ **Trigger** A creature the zealot can see damages a follower of Asmodeus other than the zealot; **Effect** The zealot is affected by a *sure strike* spell. If the zealot makes an attack roll against anyone other than the triggering creature, the *sure strike* ends with no effect.

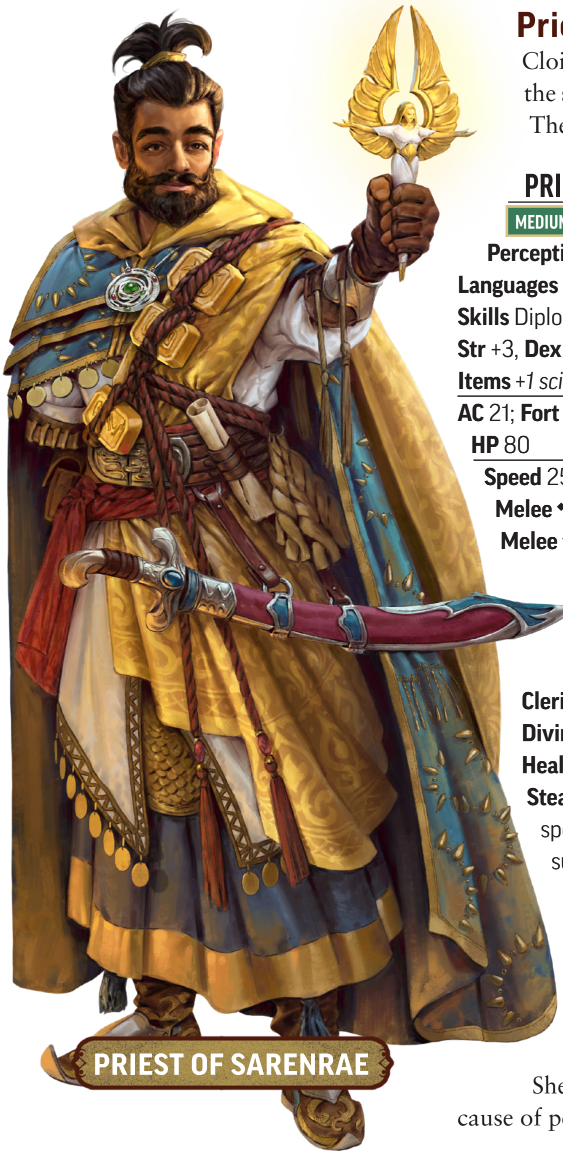
Speed 20 feet
Melee ◆ mace +12 (shove), **Damage** 1d8+4 bludgeoning
Melee ◆ fist +12 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning
Ranged ◆ composite shortbow +9 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing
Divine Prepared Spells DC 19, attack +11; **2nd** *cleanse affliction*, *harm* (×4), *see the unseen*, *share life*; **1st** *command*, *runic weapon*, *spirit link*; **Cantrips (2nd)** *detect magic*, *divine lance*, *forbidding ward*, *read aura*, *sigil*
Channel Smite ◆◆ (divine) **Cost** the zealot expends a *harm* spell; **Effect** The zealot makes a melee Strike. If it hits, they damage the target with a 1-action *harm* spell. The target automatically gets a failure (or a critical failure if the Strike was a critical hit). The spell doesn't have the manipulate trait when cast this way.
Deadly Simplicity The zealot deals 1d8 damage with their mace instead of 1d6.

CHAMPION CAUSES

Champions represent the martial forces tied to the various faiths all around Golarion. You can customize a champion to a different deity by swapping in their deity's favored weapon, selecting an appropriate blessing of the devoted, and choosing a cause fitting that deity's sanctification options. Use that cause to determine the champion's sanctification and champion's reaction.

Priest

Cloistered priests safeguard their temples and communities. They are the stalwart keepers of their god's tenets, devoted to spreading the word. Their guidance or healing services come at the cost of a donation.


PRIEST OF SARENRAE

PRIEST OF SARENRAE — CREATURE 6

MEDIUM | HOLY | HUMAN | HUMANOID

Perception +14
Languages Common
Skills Diplomacy +12, Medicine +14, Religion +14, Society +11, Survival +12
Str +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2
Items *+1 scimitar*, religious symbol of Sarenrae

AC 21; **Fort** +11, **Ref** +13, **Will** +16
HP 80

Speed 25 feet
Melee ◆ *scimitar* +14 (forceful, magical, sweep), **Damage** 1d6+8 slashing
Melee ◆ fist +13 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning
Divine Prepared Spells DC 24, attack +16; **3rd** *fireball*, *heal* (×5), *holy light* (×2); **2nd** *resist energy*, *revealing light*, *spiritual armament*; **1st** *infuse vitality*, *breathe fire*, *spirit link*; **Cantrips (3rd)** *detect magic*, *divine lance*, *light*, *read aura*, *vitality lash*
Cleric Domain Spells 1 Focus Point, DC 24; **3rd** *dazzling flash* (*Player Core* 379)
Divine Rituals DC 24; *consecrate*
Healing Hands When the priest casts *heal*, they roll d10s instead of d8s.
Steady Spellcasting If another creature's reaction disrupts the priest's spellcasting action, the priest attempts a DC 15 flat check. If the priest succeeds, their action isn't disrupted.

Champion

Champions are bastions of their deities' virtues and are living beacons for their causes. Those who walk these paths must adhere to the tenets of their patron deity or risk losing their abilities altogether. The champion depicted here follows the example of Shelyn, embodying the spirit of inspiring beauty and fighting for the cause of peace.

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CHAMPION OF SHELYN — CREATURE 7

MEDIUM | HOLY | HUMAN | HUMANOID

Perception +15

Languages Common

Skills Athletics +17, Diplomacy +16, Performance +14, Religion +15, Society +12

Str +4, **Dex** +1, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3

Items crossbow (10 bolts), half plate, *+1 glaive*, religious symbol of Shelyn

---

AC 25; **Fort** +15, **Ref** +12, **Will** +15

HP 120

Champion's Aura (aura, divine) 15 feet. Any follower of Shelyn in the aura knows the champion is a champion of Shelyn. At the end of the champion's turn, each ally in the aura reduces its frightened value by 1. The aura can be suppressed or resumed with a single action, which has the concentrate trait, and ends if the champion falls unconscious.

Champion's Courage When the champion becomes frightened, they reduce the condition value by 1 (to a minimum of 0).

Liberating Step ⤾ (divine) **Trigger** An enemy damages, grabs, or restrains the champion's ally, and both are in the champion's aura; **Effect** The champion frees an ally from restraint. If the trigger was an ally taking damage, the ally gains resistance 10 to all damage against the triggering damage.

The ally can attempt to break free of effects grabbing, restraining, immobilizing, or paralyzing them. They either attempt a new save against one such effect that allows a save or attempt to Escape from one effect as a free action. Whether or not it needed to escape, the ally can then Step as a free action if it's able to move.

Speed 20 feet

Melee ◆ *glaive* +18 (deadly d8, forceful, magical, reach), **Damage** 1d8+10 slashing plus 1d6 persistent vitality

Melee ◆ fist +17 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ◆ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

Champion Devotion Spells 2 Focus Points; DC 22; **4th** *lay on hands* (*Player Core 2* 256), *protector's sacrifice* (*Player Core* 378)

Blessed Weapon If a champion's glaive Strike is a critical hit, the weapon deals an additional 1d6 persistent vitality damage, and they can force the target to move 5 feet in a direction of their choice.

Smite ◆ (concentrate) The champion chooses one enemy they can see. Their Strikes against that enemy gain a +4 status bonus to damage, or +8 if the target is unholy.

This benefit lasts until the start of the champion's next turn, but if the target takes a hostile action against the champion or one of their allies, the duration is extended until the end of the target's next turn (this can be extended indefinitely if the target keeps taking hostile actions on subsequent rounds).

High Priest

High priests are the leaders of larger churches and similar religious establishments, watching over the lower-ranking clergy and ensuring the surrounding community is taken care of. This can be a highly political position, as the leader of the faith in an area has a powerful influence over everyday citizens.

HIGH PRIEST OF PHARASMA — CREATURE 9

MEDIUM | HUMAN | HUMANOID

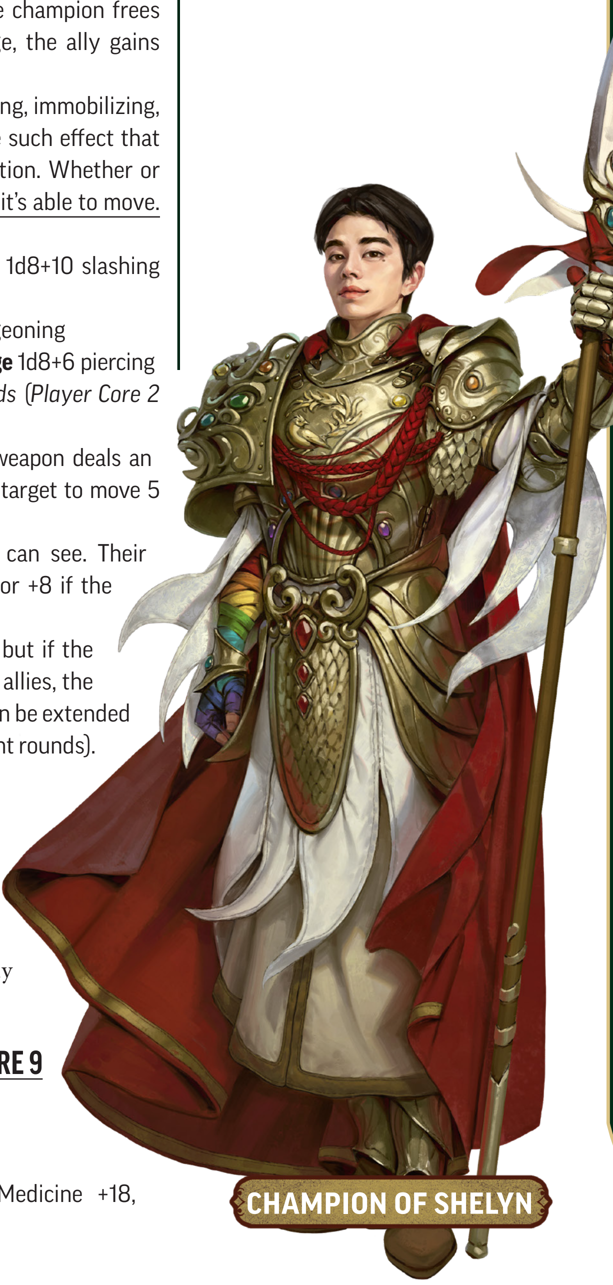
Perception +20

Languages Common, Requian

Skills Boneyard Lore +27, Diplomacy +25, Intimidation +17, Medicine +18, Performance +17, Religion +26

REDEMPTION THROUGH PENANCE

Gods have many demands, and even the devoted can fail to meet them. It is important to understand what might cause one to lose a connection with their deity and what steps are necessary to atone and regain their place among the devoted, as these vary widely between deities. Though the penitent is the most likely to have fallen from their faith, many of these NPCs could have their divine abilities removed to appear as fallen or excommunicated characters.



CHAMPION OF SHELYN

DIVINATORY HERBS

Revered herbs and other plants hold a sacred role in divine practice, especially in the trances of sibyls and other oracular rituals. These herbs can shift between nations and growing seasons, but common herbs are bay leaves, chamomile, ivy, lavender, and mugwort.

Str +1, **Dex** +2, **Con** –1, **Int** +3, **Wis** +5, **Cha** +4

Items *+1 striking dagger*, hand crossbow (20 bolts), healer's toolkit, holy water (4), religious symbol of Pharasma, religious text of Pharasma, *scroll of cleanse affliction* (4th rank)

Religious Specialist For encounters involving religious debates, church politics, and conflicts of doctrine, the high priest is a 13th-level challenge.

AC 26; **Fort** +16, **Ref** +17, **Will** +21; **Resistances** void 5

HP 150

Steward of the Faithful (aura, divine, vitality) 30 feet. Each ally in the aura who worships Pharasma gains resistance 5 to void and a +1 status bonus to Will saves, Diplomacy checks, and Medicine checks.

Unshakable Faith During a religious debate, clash of church politics, or similar conflict, the high priest gains a +4 circumstance bonus to Perception check to Sense Motive and to their Perception DC against attempt to lie to them.

Speed 25 feet

Melee ◆ *dagger* +18 (agile, finesse, magical, versatile S), **Damage** 2d4+7 piercing plus 1d10 spirit

Melee ◆ fist +17 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning plus 1d10 spirit

Ranged ◆ hand crossbow +17 (range increment 60 feet, reload 1), **Damage** 1d6+7 piercing plus 1d10 spirit

Melee ◆ *dagger* +17 (agile, magical, thrown 10 feet, versatile S), **Damage** 2d4+7 piercing plus 1d10 spirit

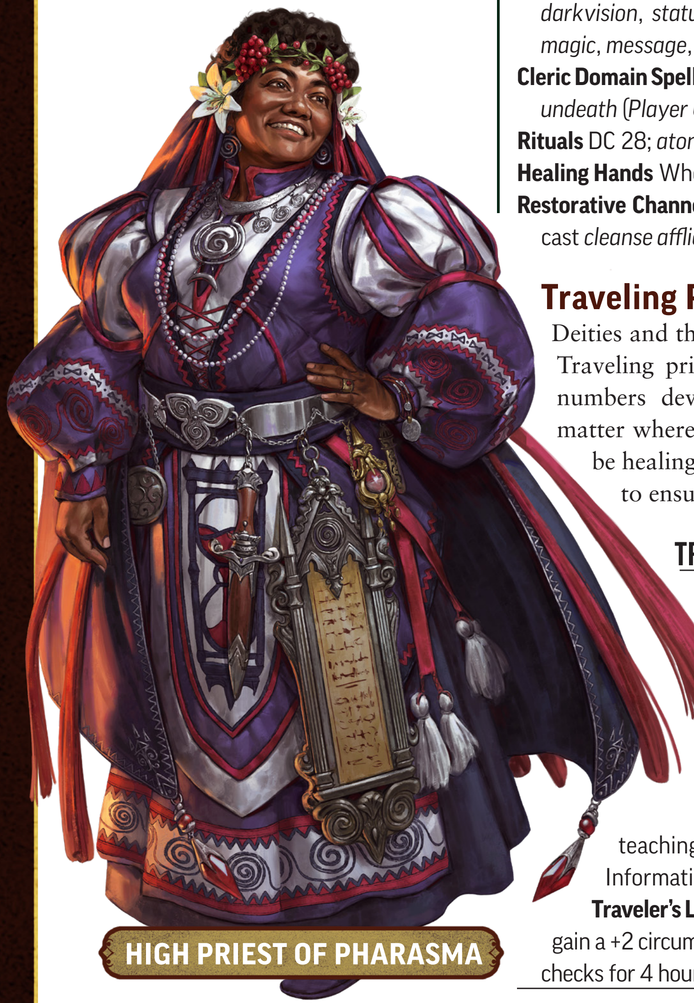
Divine Prepared Spells DC 28, attack +20; **5th** *breath of life*, *heal* (×5), *vision of death*; **4th** *holy light* (×2), *vital beacon*; **3rd** *fear*, *ghostly weapon*, *heroism*; **2nd** *augury*, *darkvision*, *status*; **1st** *command*, *mindlink*, *spirit link*; **Cantrips (4th)** *daze*, *detect magic*, *message*, *read aura*, *vitality lash*

Cleric Domain Spells 2 Focus Points, DC 28; **4th** *death's call* (*Player Core* 373), *eradicate undeath* (*Player Core* 374)

Rituals DC 28; *atone*, *consecrate*, *heartbond*^PC2, *rest eternal*^PC2, *resurrect*

Healing Hands When the high priest casts *heal*, they roll d10s instead of d8s.

Restorative Channel The high priest can sacrifice one prepared *heal* spell to instead cast *cleanse affliction*, *clear mind*, *sound body*, or *sure footing* at the same spell rank.



HIGH PRIEST OF PHARASMA

Traveling Priest

Deities and their religions are only as strong as the belief of their faithful. Traveling priests spread word to all corners of Golarion, building the numbers devoted to their denomination through their journeys. No matter where they may be headed or found, a traveling priest is likely to be healing someone with a spell, delivering a message, or simply trying to ensure their faith is spread.

TRAVELING PRIEST OF DESNA — CREATURE 9

MEDIUM | HUMAN | HUMANOID

Perception +19

Languages Common, Empyrean, Elven

Skills Acrobatics +17, Diplomacy +17, Religion +21, Society +16, Survival +19

Str +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +4, **Cha** +2

Items *shining symbol*, *+1 striking starknife*

Path of the Faithful The pilgrim can evangelize their religious teachings to use their Religion modifier instead of Diplomacy to Gather Information or Make an Impression.

Traveler's Lesson Creatures that engage in conversation with the traveling priest gain a +2 circumstance bonus to all Recall Knowledge checks and Gather Information checks for 4 hours related to any topics discussed with the traveling priest.

AC 27; **Fort** +16, **Ref** +19, **Will** +19

HP 140

Messenger's Amnesty (divine) A traveling priest with a message to deliver is continually protected by a DC 25 *sanctuary* spell. If the traveling priest breaks the *sanctuary*, the effect returns if the traveling priest ceases hostility for 10 minutes.

Speed 30 feet

Melee ◆ *starknife* +20 (agile, deadly d6, magical, finesse, versatile S), **Damage** 2d4+8 piercing

Melee ◆ fist +19 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Melee ◆ *starknife* +20 (agile, deadly d6, magical, thrown 20 feet, versatile S), **Damage** 2d4+8 piercing

Divine Prepared Spells DC 27, attack +19; **5th** *heal* (×5), *sending*, *translocate*; **4th** *sleep, spiritual armament*, *unfettered movement*; **3rd** *dream message*, *holy light*, *safe passage*; **2nd** *create food*, *environmental endurance*, *silence*; **1st** *alarm*, *create water*, *ventriloquism*; **Cantrips (5th)** *detect magic*, *divine lance*, *know the way*, *light*, *read aura*

Cleric Domain Spells DC 27, 2 Focus Points; **5th** *agile feet* (*Player Core* 379), *traveler's transit* (*Player Core* 379)

Blessing of Travel If the traveling priest takes an action with the move trait, their Strikes deal an extra 2d8 spirit damage until the end of their turn.

Zealous Rush ↺ **Trigger** The traveling priest casts a spell that takes 1 or more actions and affects only them; **Effect** The traveling priest Strides up to 10 feet, or up to their full Speed if the triggering spell took 2 actions or more to cast.

Rancorous Priesthood

Followers of Rovagug must usually conceal their devotion to the Rough Beast, hiding in remote cave complexes or abandoned ruins, but they emerge when they sense weakness, gathering together into a destructive, homicidal mob to hunt down priests of rival deities or slaughter entire towns.

RANCOROUS PRIESTHOOD — CREATURE 11

UNCOMMON | GARGANTUAN | HUMAN | HUMANOID | TROOP | UNHOLY

Perception +21

Languages Chthonian, Common

Skills Athletics +22, Intimidation +21, Religion +22

Str +7, **Dex** +2, **Con** +6, **Int** +2, **Wis** +5, **Cha** +4

AC 31; **Fort** +23, **Ref** +17, **Will** +22

HP 195 (4 segments); **Thresholds** 130 (3 segments), 65 (2 segments); **Weaknesses** area damage 10, splash damage 10

Troop Defenses (page 231)

Speed 25 feet, troop movement (page 231)

Divine Spontaneous Spells DC 30, attack +22; **5th** (3 slots) *divine immolation*, *noise blast*, *shadow blast*; **Cantrips (6th)** *daze*, *detect magic*, *divine lance*

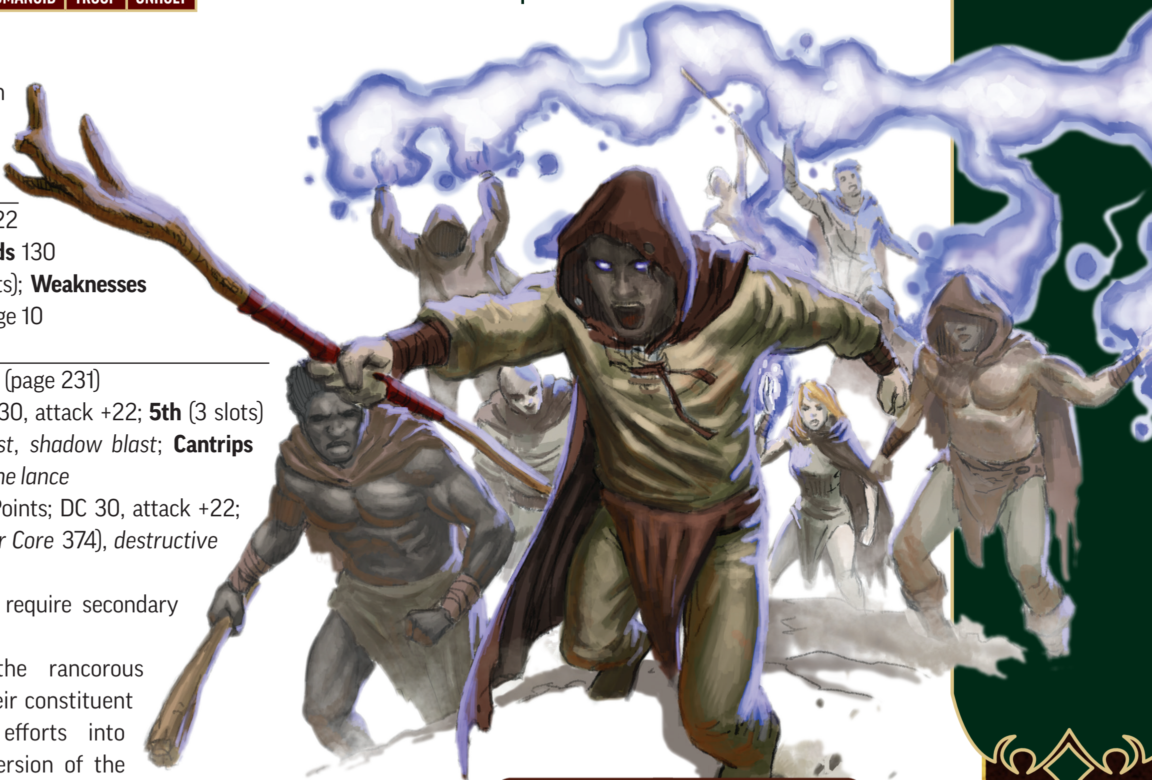
Cleric Domain Spells 2 Focus Points; DC 30, attack +22; **6th** *cry of destruction* (*Player Core* 374), *destructive aura* (*Player Core* 374)

Rituals DC 30; *blight* (doesn't require secondary casters)

Troop Spellcasting When the rancorous priesthood Casts a Spell, their constituent members combine their efforts into casting a more powerful version of the spell than any one member could achieve

WALKING IN FAITH

Devotees who travel the world endeavor to spread word of their faith. They might call upon divine magic (for rituals to strengthen communities, spells to aid the grieving, or to provide protection) to exemplify the ideals of their faith and thwart those that would bring harm. Followers of unholy deities might take a different path, leaving behind ruin, undeath, or other scars that show the power of their deity.



RANCOROUS PRIESTHOOD

alone. When Casting a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Wild Swing ◆ to ◆◆◆ **Frequency** once per round; **Effect** The members of the mob wildly swing their weapons in a chaotic attack at each enemy in a 5-foot emanation with a DC 25 basic Reflex save. The damage depends on the number of actions.

◆ 1d12+2 slashing damage

◆◆ 2d12+9 slashing damage

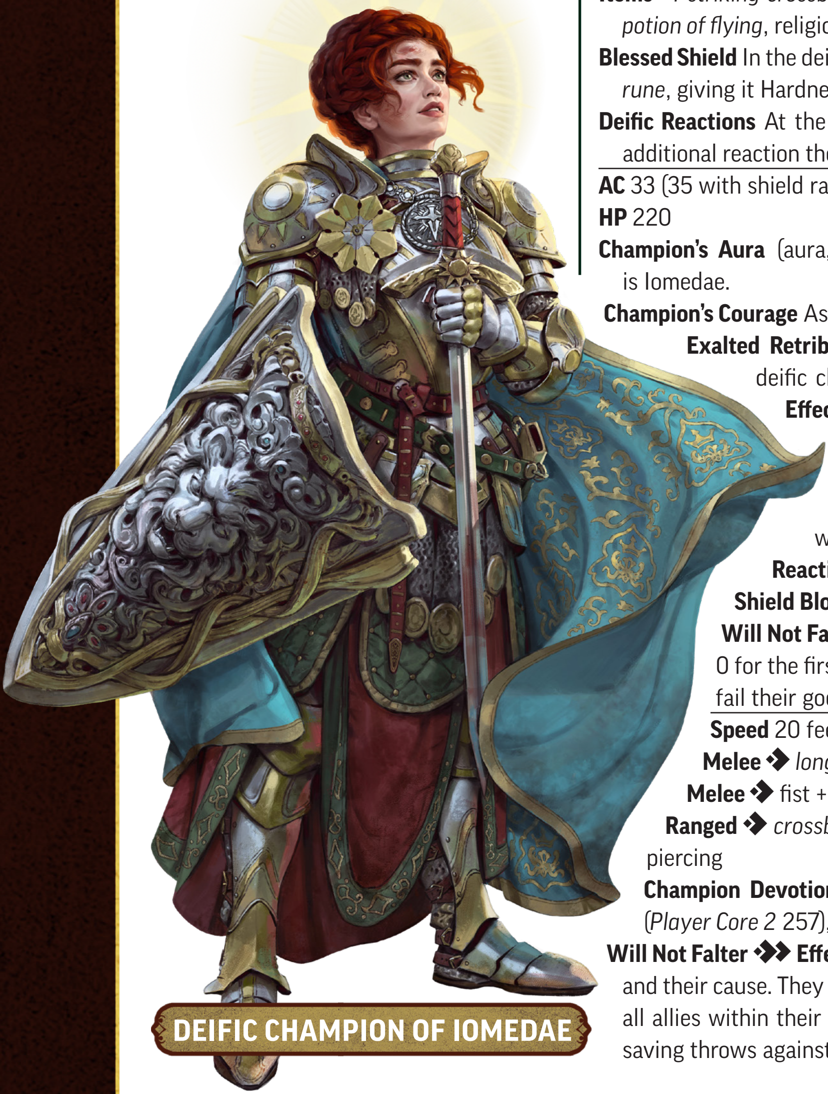
◆◆◆ 3d12+9 slashing damage

TROOPS WITH SPELLS

Though Rovagug's followers are the most common, other deities might have rancorous priesthoods. You can use these statistics to represent other devotee troops capable of casting spells by replacing the spells in the list, changing the domain spells, and altering the sanctification. Note that the spell slots are 1 below the maximum rank a spellcaster of their level could normally cast. Heightened lower-level spells can be a good fit, representing the combined effect of several lower-rank spells cast at the same time.

Deific Champion

The deific champion is the paragon of champions, representing the truest form of devotion and dedication to a deity.



DEIFIC CHAMPION OF IOMEDAE

DEIFIC CHAMPION OF IOMEDAE CREATURE 12

RARE MEDIUM HOLY HUMAN HUMANOID

Perception +19

Languages Common, Empyrean

Skills Athletics +25, Diplomacy +22, Intimidation +26, Religion +23

Str +5, **Dex** +2, **Con** +2, **Int** +0, **Wis** +3, **Cha** +4

Items *+1 striking crossbow* (20 bolts), *+1 resilient full plate*, *+1 striking longsword*, *potion of flying*, religious symbol of Sarenrae, steel shield

Blessed Shield In the deific champion's hands, a shield gains the *moderate reinforcing rune*, giving it Hardness 8, 84 HP, and BT 42.

Deific Reactions At the start of each of their turns, the deific champion gains an additional reaction they can only use to make a Reactive Strike or to Shield Block.

AC 33 (35 with shield raised); **Fort** +23, **Ref** +19, **Will** +22

HP 220

Champion's Aura (aura, divine) 15 feet. As champion of Shelyn, but the deity is Iomedae.

Champion's Courage As champion of Shelyn.

Exalted Retributive Strike ⤾ (divine) **Trigger** An enemy damages the deific champion's ally, and both are in the deific champion's aura; **Effect** The ally gains resistance 14 to all damage against the triggering damage. If the enemy is within reach, the deific champion makes a melee Strike against it. Each ally in the champion's aura can spend a reaction to Strike the target with a –5 penalty.

Reactive Strike ⤾ (page 231)

Shield Block ⤾ (page 231)

Will Not Fall ◇ **Trigger** The deific champion's Hit Points are reduced to 0 for the first time that day; **Effect** The champion presses on, refusing to fail their god. They remain standing with 25 Hit Points.

Speed 20 feet

Melee ◆ *longsword* +26 (magical, versatile P), **Damage** 2d8+13 slashing

Melee ◆ fist +25 (agile, nonlethal, unarmed), **Damage** 1d4+13 bludgeoning

Ranged ◆ *crossbow* +23 (magical, range 120 feet, reload 1), **Damage** 2d8+5 piercing

Champion Devotion Spells 2 Focus Points, DC 30; **6th** *champion's sacrifice* (*Player Core 2* 257), *lay on hands* (*Player Core 2* 256)

Will Not Falter ◆◆ **Effect** The deific champion declares their devotion to their deity and their cause. They Stride, then make a melee Strike. If the Strike hits an enemy, all allies within their champion's aura gain a +2 status bonus to attack rolls and saving throws against fear until the start of the deific champion's next turn.

Deific Vessel

Through direct intervention in the mortal world, a deity creates a deific vessel to do their will, whether from a willing servant or through possession, a contract, or a curse. A candle to the flame of their progenitor, a divine vessel burns fast and quickly extinguishes.

DEIFIC VESSEL OF URGATHOA — CREATURE 15

RARE | MEDIUM | DIVINE | HUMAN | HUMANOID | UNHOLY

Perception +27; lifesense 60 feet (page 230)

Languages Common, Necril; *truespeech*

Skills Athletics +26, Deception +27, Intimidation +29, Religion +31, Undead Lore +33

Str +5, **Dex** +4, **Con** +6, **Int** +2, **Wis** +4, **Cha** +6

Items *+2 resilient explorer's clothing*, scythe

Mark of Fate (curse, divine) A creature that slays the deific vessel must succeed at a DC 35 Will save or be visibly marked as anathema to Urgathoa. It gains weakness 10 to unholy and takes a –2 circumstance penalty to Charisma-based skill checks against followers of Urgathoa. Creatures attempting to Gather Information about or Track the marked creature gain a +2 circumstance bonus to their checks.

The mark can't be hidden and can be removed only by participating in an *atone* ritual led by a worshipper of Urgathoa who is 12th level or higher.

AC 35; **Fort** +28, **Ref** +24, **Will** +26

HP 300; **Immunities** death effects, disease, paralyzed, unconscious; **Resistances** void 15; **Weaknesses** holy 15

Void Tendrils (aura, divine, void) 30 feet. When a creature in the aura would be healed by a vitality effect, the healing is reduced by 15 and the deific vessel regains 15 Hit Points.

Limited Lifespan (divine) The deific vessel takes 25 damage at the end of its turn if it Cast a Spell, used Borrow Time, or made a Strike that turn. This damage ignores resistance.

Shattered Vessel (divine, unholy) When the deific vessel dies, the divine power barely contained within their form explodes outward, dealing 6d8 spirit damage to each creature in a 30-foot emanation with a DC 33 basic Reflex save.

Speed 25 feet, fly 25 feet

Melee ◆ *decaying frost scythe* +28 (deadly d10, death, magical, trip, unholy), **Damage** 3d10+11 slashing plus 1d6 cold and 1d4 void

Melee ◆ *decaying frost fist* +28 (agile, death, magical, unarmed, unholy), **Damage** 3d4+11 bludgeoning plus 1d6 cold and 1d4 void

Ranged ◆ grave pulse +27 (cold, death, ranged 120 feet, unholy, void) **Damage** 3d6 cold plus 2d8 void

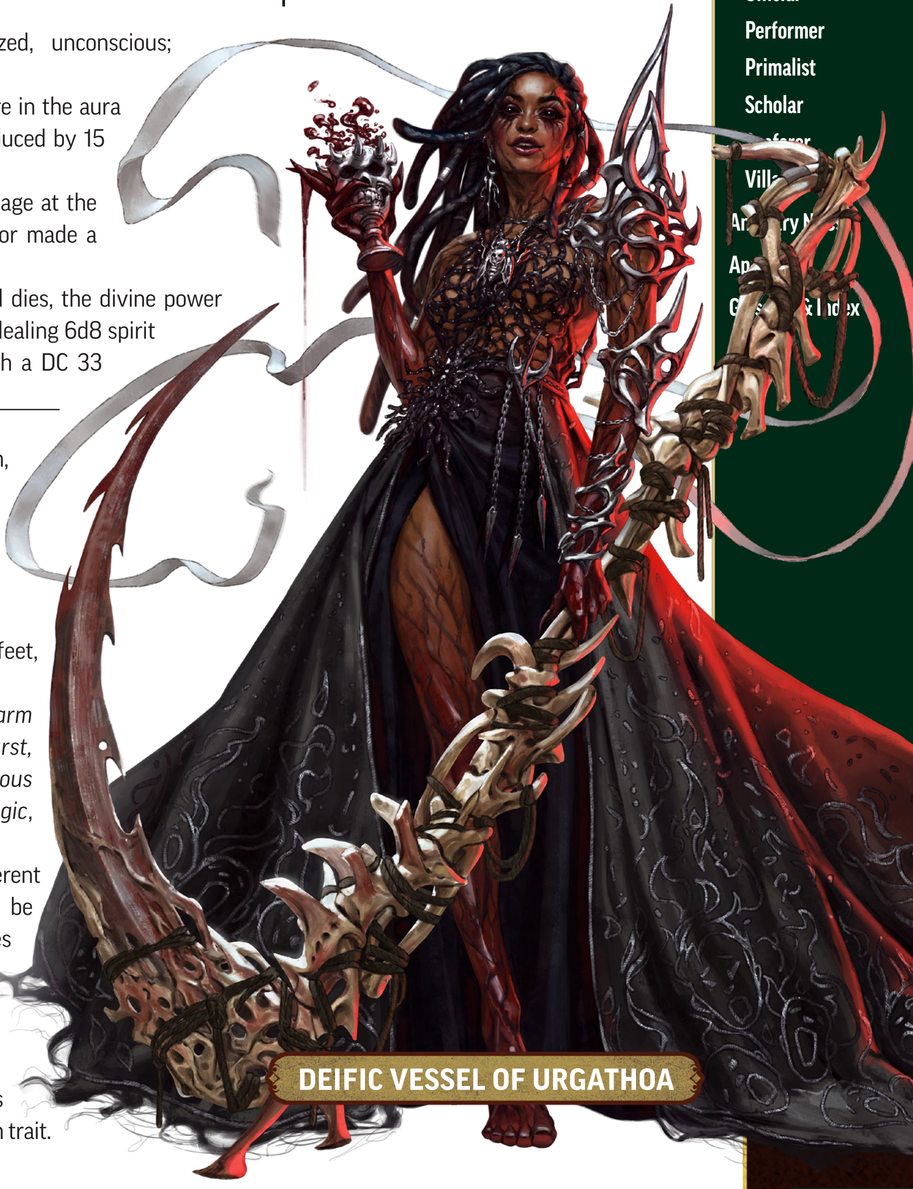
Divine Innate Spells DC 39, attack +31; **8th** *dominate*, *harm* (×4), *mask of terror*; **7th** *divine decree, eclipse burst, execute*; **6th** *truesight*, *vampiric exsanguination, zealous conviction*; **4th** *harm* (at will); **Cantrips (8th)** *detect magic*, *divine lance*, *message*; **Constant (5th)** *truespeech*

Borrow Time ◆ (divine, void) The vessel chooses two different creatures in their void tendrils aura. Each one must be either undead or the vessel themself. One target loses 25 HP and the other regains that many HP. If a target is unwilling, it can negate the transfer with a successful DC 39 Fortitude save.

Grave Chill (divine) The vessel's unarmed attacks and scythe gain the *+2 decaying frost greater striking* runes when used by the vessel, and their Strikes gain the death trait.

CONSEQUENCES OF MAGNITUDE

Directly interceding in the mortal plane opens deities up to direct consequences from other divine entities and the very forces of fate itself. The moment a deific vessel comes into existence, a clock begins ticking down, ready to change the fate of all involved in the creation of this powerful entity. The gods and their heralds, from their unassailable positions, face far fewer consequences than the relatively unprotected vessels themselves.



DEIFIC VESSEL OF URGATHOA

DEITY QUICK REFERENCE

Deity	Sanctification	Font	Divine Skill	Favored Weapon	Devotee Spells
Abadar	holy, unholy, or none	*harm* or *heal*	Society	crossbow	1st: *illusory object*, 4th: *creation*, 7th: *planar palace*
Arazni	holy, unholy, or none	*harm* or *heal*	Intimidation	rapier	1st: *endure* (*Lost Omens Divine Mysteries* 257), 2nd: *animus mine* (*Divine Mysteries* 256), 5th: *never mind*
Asmodeus	unholy	*harm*	Deception	mace	1st: *charm*, 4th: *suggestion*, 6th: *mislead*
Calistria	holy, unholy, or none	*harm* or *heal*	Deception	whip	1st: *charm*, 3rd: *enthrall*, 6th: *mislead*
Cayden Cailean	holy or none	*heal*	Athletics	rapier	1st: *fleet step*, 2nd: *stupefy*, 5th: *hallucination*
Desna	holy or none	*heal*	Acrobatics	starknife	1st: *sleep*, 4th: *translocate*, 5th: *dreaming potential*
Erastil	holy or none	*heal*	Survival	longbow	1st: *sure strike*, 3rd: *wall of thorns*, 5th: *nature's pathway*
Gozreh	none	*heal*	Survival	trident	1st: *gust of wind*, 3rd: *lightning bolt*, 5th: *control water*
Iomedae	holy	*heal*	Intimidation	longsword	1st: *sure strike*, 2nd: *enlarge*, 4th: *fire shield*
Irori	holy, unholy, or none	*harm* or *heal*	Athletics	fist	1st: *jump*, 3rd: *haste*, 4th: *mountain resilience*
Lamashtu	unholy or none	*harm* or *heal*	Survival	falchion	1st: *spider sting*, 2nd: *animal form*, 4th: *nightmare*
Nethys	holy, unholy, or none	*harm* or *heal*	Arcana	staff	1st: *force barrage*, 2nd: *embed message*, 3rd: *levitate*, 4th: *flicker*, 5th: *telekinetic haul*, 6th: *wall of force*, 7th: *warp mind*, 8th: *quandary*, 9th: *detonate magic*
Norgorber	unholy or none	*harm*	Stealth	shortsword	1st: *illusory disguise*, 2nd: *invisibility*, 4th: *vision of death*
Pharasma	none	*heal*	Medicine	dagger	1st: *mindlink*, 3rd: *ghostly weapon*, 4th: *vision of death*
Rovagug	unholy	*harm*	Athletics	greataxe	1st: *breathe fire*, 2nd: *enlarge*, 6th: *disintegrate*
Sarenrae	holy or none	*heal*	Medicine	scimitar	1st: *breathe fire*, 3rd: *fireball*, 4th: *wall of fire*
Shelyn	holy or none	*heal*	Crafting or Performance	glaive	1st: *dizzying colors*, 3rd: *enthrall*, 4th: *creation*
Torag	holy or none	*heal*	Crafting	warhammer	1st: *mindlink*, 3rd: *earthbind*, 4th: *creation*
Urgathoa	unholy	*harm*	Intimidation	scythe	1st: *goblin pox*, 2nd: *false vitality*, 7th: *mask of terror*
Zon-Kuthon	unholy or none	*harm*	Intimidation	spiked chain	1st: *phantom pain*, 3rd: *wall of thorns*, 5th: *umbral journey*

Swapping Deities

You can customize an acolyte, zealot, priest, or other NPC tied to a specific deity to match another deity.

- Change the NPC's sanctification to match the new deity.
- Add the deity's divine skill at the highest skill modifier the PC has. You can optionally remove the old deity's divine skill.
- Change their weapon to the new deity's favored weapon. You can usually leave the weapon damage as-is.
- If the NPC has multiple *harm* or *heal* spells at their top spell rank (mimicking a cleric's divine font), change that spell to match the new deity's font. If the NPC has the healing hands ability, change it to selective energy.

  Selective Energy When the devotee casts a version of *harm* or *heal* that has an area, they can designate up to 5 creatures in the area. Those creatures are not targeted by the spell.
- Swap some spells out for devotee spells or others that match the new deity's style. You can swap out domain spells if you choose, but this is a more involved process, and it's best to reference *Player Core* (pages 35–39 for domains and pages 372–381 for the domain spells).

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For a core deity, you can use the summarized information in the Deity Quick Reference table. For less prominent deities, reference *Lost Omens Divine Mysteries*.

Deity Swap Example

To make a priest of Urgathoa, you would make the following changes to the priest of Sarenrae (page 32), following the bullet points above.

- Change the holy trait to unholy.
- Add Intimidation +14 and remove Medicine +14.
- Change their scimitar to a scythe. You can change the 1d6+7 damage to the equivalent 1d10+5 if you want to use the scythe's normal damage die.
- Change the spells as follows, and replace healing hands with selective energy. This list includes an example of swapping the sun domain for the undeath domain.

  3rd *bind undead, chilling darkness, harm* (×5), *vampiric feast*; **2nd** *blood vendetta, false vitality, spiritual armament*; **1st** *enfeeble, fear, goblin pox*; **Cantrips** *detect magic, divine lance, guidance, read aura, void warp*; **Cleric Domain Spell** *touch of undeath* (*Player Core* 380)

Swapping Champion Deities

To make the swap for a champion, use the causes on pages 91–93 of *Player Core 2*.

- Change the sanctification and divine skill, as noted on page 38.
- Change the favored weapon as noted above. If the champion had a two-handed weapon and the new deity has a one-handed favored weapon, reduce the champion's AC by 1 and give them a steel shield. Conversely, if the stat block had a one-handed favored weapon and shield, increase the champion's AC by 1, remove the shield, and change the *shields of the spirit* focus spell if the champion had it (see below).
- Swap out the champion's reaction (Liberating Step for the champion of Shelyn or Exalted Retributive Strike for the deific champion of Iomedae) for the one listed in the new cause. Include the exalted reaction benefit if the champion's level is high enough.
- If needed, change the champion's focus spell to *lay on hands* if the deity allows *heal* for their divine font or to *touch of the void* if the deity allows *harm*. If your champion uses a shield, you can change the focus spell to *shields of the spirit*.

Temple Hierarchy

Many temples have their own hierarchies, but this is the most common version found around the Inner Sea. The titles are listed from the top of the hierarchy to the bottom. Abbots, parsons, and worshippers are typically not divine spellcasters.

- High Priest
- Abbot
- Priest
- Parson
- Cleric
- Acolyte
- Worshipper

Minor Prophecies

Though prophecy is considered to be mostly dead since the death of Aroden, prophecies sometimes arise, especially in communities with an active sibyl.

- "The bear will come and walk the market, bringing back the golden fish from before." —sibyl of Cyremium, Andoran
- "When trees weep blood and when frogs mournfully sing, the ground shall quake and fear erupt in the Embeth." —sibyl of Uringen, River Kingdoms
- "The hawthorn blooms and the corvid prince walks, lovers paired by fate and war. The noble family rises, shaking off their tormentor." —sibyl of Ridwan, Nidal
- "She will walk in blood and dress in finery. She will feed him who hungers and shake the islanders. She will herald a new era for Sarkoris." —sibyl of Storasta, Sarkoris
- "Keep the hearts beating, keep the blood flowing. A corpse bears no heat. A helm falls. A new dawn rises." —sibyl of Vellumis, Lastwall

BLASPHEMIES

Deity	Blasphemy
Abadar	Abadar preaches trade, so allow people to trade their goods for their lives.
Arazni	The hateful adversaries of Arazni can be raised in undeath to do her bidding, for they are below regard.
Calistria	To lay about all day without action against your enemy is antithesis to Calistria's teachings. Burn the hives that seek pleasure over vengeance.
Cayden Cailean	A better use of a Caydenite's time is to drink and let others handle trouble. Carouse to your heart's content!
Desna	Nightmares are more powerful dreams, and with the right power, they can be used to bring down our oppressors!
Irori	The fastest way to achieve perfection is to undercut those that would compete with you.
Lamashtu	Lamashtu only wants to accept certain deformities within her sect. Cure the unacceptable.
Nethys	Only the most powerful are entitled to Nethys's knowledge. Those that would seek to use magic without his education should be punished.
Norgorber	Norgorber's name! His true name, to be shared with his believers, to be whispered among the darkest of alleys!
Urgathoa	Cull the undead that fail to kneel before the Pallid Princess. See that their undeath is their last existence.

BRAVING THE MOB

A mob is a violent crowd (*GM Core* 92) that works as greater difficult terrain and hazardous terrain, dealing 1d4 damage for each square entered. A creature can spend a single action to attempt a DC 16 Intimidation check, clearing the mob from all squares adjacent to them on a success (or all squares within 10 feet on a critical success). This action has the concentrate, emotion, manipulate, and mental traits. If the mob is meant to be a combat encounter, you can instead use the deluded mob on page 155.

DOWNTRODDEN

Unfortunately, every society has people living on its fringes.

Beggar

Wherever there is poverty, there are beggars. Beggars are truly the downtrodden of society, as folks who have been cast out into the streets due to a variety of setbacks or the weight of circumstance. Some beggars work for underworld organizations as lookouts, spies, or even hired muscle on the cheap—sometimes by choice, but often not.

BEGGAR — CREATURE –1

MEDIUM | **HUMAN** | **HUMANOID**

Perception +3

Languages Common

Skills Athletics +3, Deception +3, Diplomacy +3, Stealth +5, Underworld Lore +2

Str +1, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

AC 14; **Fort** +4, **Ref** +7, **Will** +3

HP 10

Speed 25 feet

Melee ◆ fist +5 (agile, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ◆ rock +5 (thrown 10 feet), **Damage** 1d4+1 bludgeoning

Beat a Retreat ◆◆ The beggar Strides three times and gains a +2 circumstance bonus to AC during those actions.

Urchin

Although their escapades might be notorious, few urchins are thrill-seekers. For some urchins, when begging alone isn't enough to fill their bellies, theft becomes a viable survival tactic. Many criminal groups also use urchins as spies and messengers, while training them to become future pickpockets, burglars, and foot soldiers.

URCHIN — CREATURE –1

SMALL | **HUMAN** | **HUMANOID**

Perception +3

Languages Common

Skills Acrobatics +5, Deception +4, Society +3, Stealth +5, Survival +3, Thievery +7

Str –1, **Dex** +3, **Con** +0, **Int** +1, **Wis** +1, **Cha** +2

Items shiv

AC 15; **Fort** +2, **Ref** +7, **Will** +3

HP 8

Speed 25 feet

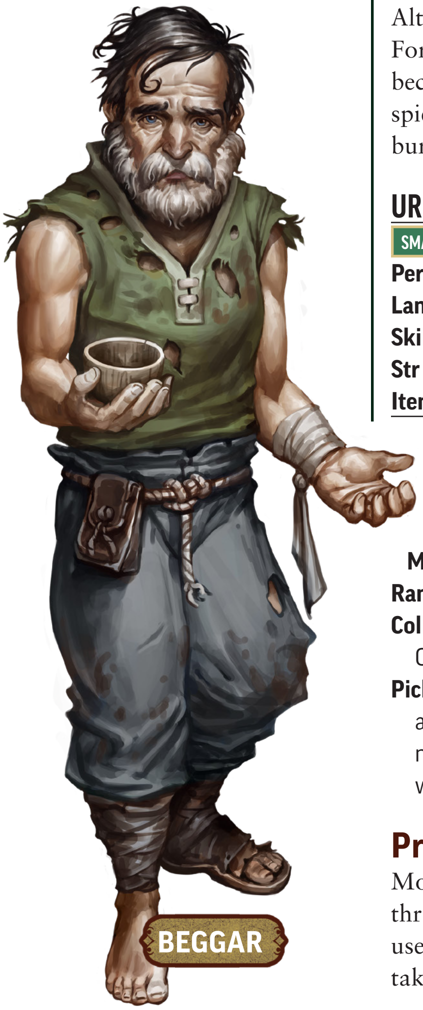
Melee ◆ shiv +5 (agile), **Damage** 1d4–1 piercing

Melee ◆ fist +5 (agile, nonlethal, unarmed), **Damage** 1d4–1 bludgeoning

Ranged ◆ rock +5 (thrown 10 feet), **Damage** 1d4–1 bludgeoning

Collaborative Thievery The urchin gains a +1 circumstance bonus to Steal or Palm an Object while within 10 feet of an ally who has the pickpocket ability.

Pickpocket For an urchin, the DC to Steal or Palm an Object isn't increased by 5 for an item that's closely guarded. They can Steal objects that would be extremely noticeable or time-consuming to remove (like worn shoes, armor, or actively wielded objects).



BEGGAR

Prisoner

Most who end up in a jail, dungeon, or prison are just biding their time through the interminable days until their imprisonment ends. Some, however, use force and intimidation to gain status, and create makeshift weapons to take down their enemies or use in a jailbreak.

PRISONER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Acrobatics +7, Athletics +6, Intimidation +3, Stealth +7, Thievery +7

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +0

Items shiv

AC 16; **Fort** +4, **Ref** +9, **Will** +6

HP 17

Speed 25 feet

Melee ◆ shiv +7 (agile), **Damage** 1d4+3 piercing

Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Sneak Attack The prisoner deals an extra 1d6 precision damage to off-guard creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are off-guard to the prisoner.

You're Next ⤾ (emotion, fear, mental) **Trigger** The prisoner reduces a creature to 0 Hit Points; **Effect** The prisoner attempts to Demoralize a creature that saw their victory, with a +2 circumstance bonus to the Intimidation check.

Drunkard

Every tavern has one—that person intent on forgetting their sorrows along with everything else. Though many are harmless, a few have a hair trigger.

DRUNKARD CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Alcohol Lore +3, Athletics +7, Intimidation +8

Str +3, **Dex** +2, **Con** +4, **Int** –1, **Wis** +0, **Cha** +2

Items drunkard's outfit (functions as padded armor), pewter mug

---

AC 17; **Fort** +10, **Ref** +8, **Will** +6

HP 40

Speed 25 feet

Melee ◆ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ◆ pewter mug +8 (thrown 10 feet), **Damage** 1d4+3 bludgeoning

Drunken Flailing ◆ **Requirements** The drunkard is raging; **Effect** The drunkard attempts two fist Strikes, each against a different creature.

Drunken Rage ◆ (concentrate, emotion, mental) **Requirements** The drunkard is drunk, and isn't fatigued or raging; **Effect** The drunkard flies into a drunken rage. They gain 6 temporary Hit Points that last until the drunken rage ends. While raging, they deal 4 additional damage with melee attacks and take a –1 penalty to AC. The drunkard can't use concentrate actions except Seek. The rage lasts for 1 minute, until the drunkard falls unconscious, or until the drunkard sobers up. The drunkard can't voluntarily stop raging. Once the rage ends, the drunkard can't gain temporary HP from this action for 1 minute.

Word on the Street

Privy to all sorts of conversations from passersby, the downtrodden can provide eyes and ears on the street. Finding a reliable contact can give a character a circumstance bonus to checks to Gather Information if they return to that source. This bonus is usually +1, but could be +2 or +3 if the contact lingers in a market where influential politicians shop, sweeps a noble estate, or the like.

Friends in Low Places

Downtrodden NPCs can be sympathetic characters, and present real opportunities for player characters to improve the NPCs' lives. They're excellent candidates for the advancement rules on page 228.

Befriending NPCs in advance can also help the heroes in action scenes. A friendly urchin might show a character a shortcut to catch an escaping enemy, a crowd of inebriated fans who frequent a bard's performances might throw rocks to distract someone trying to fight the bard, and so on.

Street Nicknames

Boot-the-Shins, Cobweb, Cro Sleepyeye, Dregs, The Garotte Gang, Gordel the Grotesque, Li'l Empty-Pocket, Old Seven Toes, The Coughing Kids, The Singing Prisoner, Tin Cup Tyrus, Toothless Magill

A Cavalcade of Misfortune

Downtrodden NPCs are especially likely to have tragic backstories—some true, some false.

d20	Misfortune
1	Noble heir disowned due to who they loved
2	Press-ganged from a distant land
3	Valiant soldier too wounded to fight
4	Entire family killed by marauders
5	Convicted of a crime they didn't commit
6	Reputation ruined by devilish rumors
7	Thrown out on the street by a greedy landlord
8	Needs money for expensive alchemical treatments
9	Robbed by a so-called "bandit hero"
10	Unfairly persecuted by the local authorities
11	Was a wealthy merchant until adventurers crashed the local economy
12	Mind was experimented on at a magical academy
13	Cursed with bad luck by a gremlin
14	Can't sleep because they're haunted by a ghost
15	Grew up in a remote elf enclave, but was kicked out
16	Was turned to stone by a monster and returned to flesh with no friends, family, or resources
17	Lost everything gambling–but the game was rigged!
18	Seduced by a satyr and remains lovestruck
19	Political views made them a pariah
20	Upset a deity and paid the price

FIREARMS

Multiple engineers use firearms, technology that's present in relatively small numbers on Golarion. These are uncommon, simple, and martial weapons, so many player characters can use them. If you want to avoid putting the items in their hands, swap out the firearms with crossbows or similar weapons. The firearms used in this section and their special traits can be found on pages 50–51. More firearms and the gunslinger class appear in *Pathfinder Guns & Gears*.

ENGINEER

Although relatively uncommon across much of Golarion, the frequently eccentric but undeniably brilliant minds who create elaborate devices of clockwork, gunpowder, and steam often loom much larger in the public eye than their numbers would suggest.

Gunsmith

Even though every gunslinger learns the basics of maintaining and repairing firearms as a part of their training, few would question the expertise of a master gunsmith regarding the weapons by which they live and die. Although professional gunsmiths are rarely found outside of settlements where firearms are common, such as Alkenstar or Dongun Hold, true masters of this specialized craft tend to quickly build reputations for themselves that extend well beyond the borders of whatever region they call home.

GUNSMITH — CREATURE 1

MEDIUM | HUMAN | HUMANOID

Perception +6

Languages Common

Skills Athletics +4, Crafting +13 (+15 for firearms), Firearm Lore +13, Society +5

Str +1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +3, **Cha** +0

Items artisan's toolkit (gunsmithing), dueling pistol (2; 20 rounds; page 50)

Firearm Specialist For encounters involving the crafting or maintenance of firearms, the gunsmith is a 6th-level challenge.

AC 16; **Fort** +5, **Ref** +8, **Will** +6

HP 16

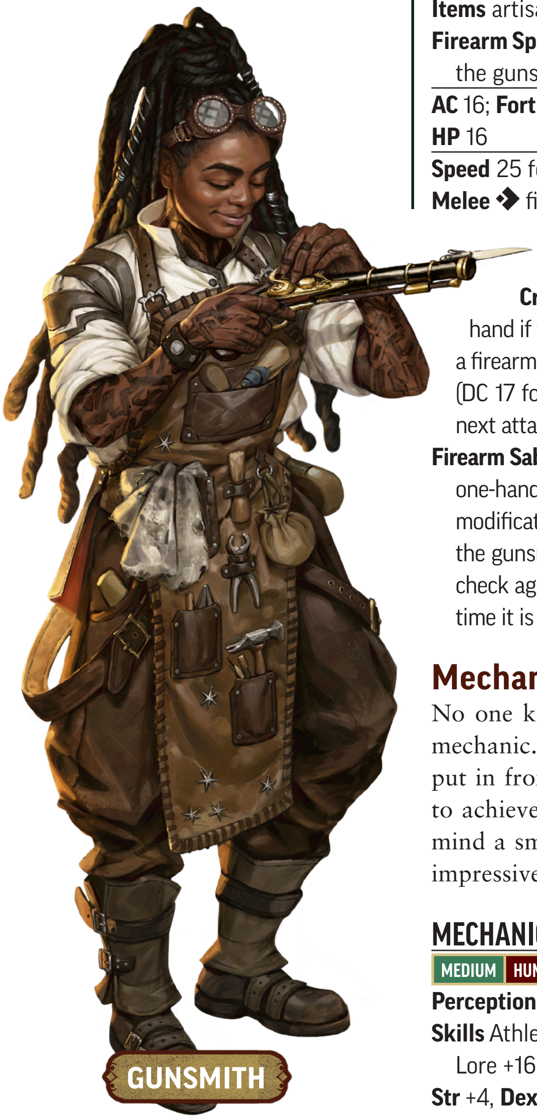
Speed 25 feet

Melee ◆ fist +8 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ◆ dueling pistol +8 (concealable, concussive, fatal d10, range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

Crafty Reload The gunsmith can Interact to reload a firearm without a free hand if they have a firearm in each hand. In addition, each time the gunsmith reloads a firearm, they can attempt a Crafting check against the hard DC for the firearm's level (DC 17 for a dueling pistol). On a success, they gain a +1 circumstance bonus on the next attack roll they make with that firearm before the start of their next turn.

Firearm Sabotage ◆ (manipulate) **Requirements** The gunsmith is wielding or holding a one-handed firearm and has a free hand; **Effect** The gunsmith deftly makes a minor modification to a firearm that can be detected with a Perception check opposed by the gunsmith's Crafting DC. If the sabotage is not reversed with a successful Crafting check against the gunsmith's Crafting DC, the firearm automatically misfires the next time it is used (the flat check is an automatic failure; see the Misfires sidebar).



GUNSMITH

Mechanic

No one knows how to get the most out of their equipment better than a mechanic. A mechanic can repair just about any mechanical device you put in front of them with aplomb. However, they can also push the device to achieve more than you ever could have hoped for, provided you do not mind a small explosion every now and again. Don't get distracted by their impressive work, or you might be blindsided by a fast-swinging wrench.

MECHANIC — CREATURE 1

MEDIUM | HUMAN | HUMANOID

Perception +5

Skills Athletics +7, Crafting +16 (+18 when repairing mechanical devices), Engineering Lore +16, Thievery +6

Str +4, **Dex** +1, **Con** +1, **Int** +3, **Wis** +0, **Cha** +0

Items arbalest (20 bolts), heavy wrench (functions as a mace), repair toolkit

Mechanical Repair The mechanic is trained in Crafting, but a master in Crafting for mechanical devices, siege weapons, and vehicles. They can Repair in 1 minute instead of 10 minutes, or in 3 actions for a mechanical device, siege weapon, or vehicle.

Mechanical Specialist For encounters involving mechanical repair, the mechanic is an 8th-level challenge.

AC 14; **Fort** +8, **Ref** +6, **Will** +3

HP 22

Speed 25 feet

Melee ◆ heavy wrench +7 (shove), **Damage** 1d6+4 bludgeoning

Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ arbalest +8 (backstabber, range increment 110 feet, reload 1), **Damage** 1d10 piercing

Risky Upgrade ◆◆ (concentrate, manipulate) The mechanic pushes a mechanical device, siege weapon, or vehicle pasts its regular limits with a temporary upgrade chosen from the list below. An item can have only one risky upgrade at a time. If an item has an upgrade at the start of the mechanic's turn, the mechanic must attempt a DC 5 flat check. (These flat checks continue even if the mechanic is dead or otherwise can't take turns.) On a failure, the item explodes, dealing damage equal to the item's level to all adjacent creatures and ending the upgrade.

- **Overheat Weapons** If the item would deal damage, it deals an additional 1d6 fire damage. This increases to 2d6 if the item is 8th level or higher.
- **Pressured Plating** The item gains a +3 status bonus to its Hardness and gains temporary Hit Points equal to double its level that last for 10 minutes.
- **Propelled Boost** If the item has a Speed, the item gains a +15-foot status bonus to Speed.

MISFIRES

Firearms that are improperly maintained or subjected to unusual strain can misfire. If a creature attempts to fire a firearm that was fired the previous day or earlier and hasn't been cleaned since, it rolls a DC 5 flat check before making its attack roll. If it fails this misfire check, the weapon misfires and jams. The attack is an automatic critical failure, and a creature must use an Interact action to clear the jam before the weapon can be reloaded and fired again. Once a creature has spent at least an hour cleaning a weapon, no one needs to roll for a misfire for that weapon until the next day unless an effect says otherwise.

Driver

With daring and charm, a driver is a professional operator of mechanical vehicles. Their skill and recklessness give them a reputation that puts even the quickest horse riders to shame. A driver's vehicle becomes an extension of themselves, allowing the driver to perform near-impossible feats of maneuverability. Drivers have other tricks up their sleeve, as their charm is undeniable. When needed, they can talk, lie, or frighten their way out of a bumpy situation in and out of a vehicle.

DRIVER CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Acrobatics +8, Athletics + 7, Deception +7, Driving Lore +8, Engineering Lore +8, Intimidation +7, Piloting Lore +8, Stealth +8

Str +1, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +1

Items crowbar (functions as a pick), hand crossbow (10 bolts), leather armor

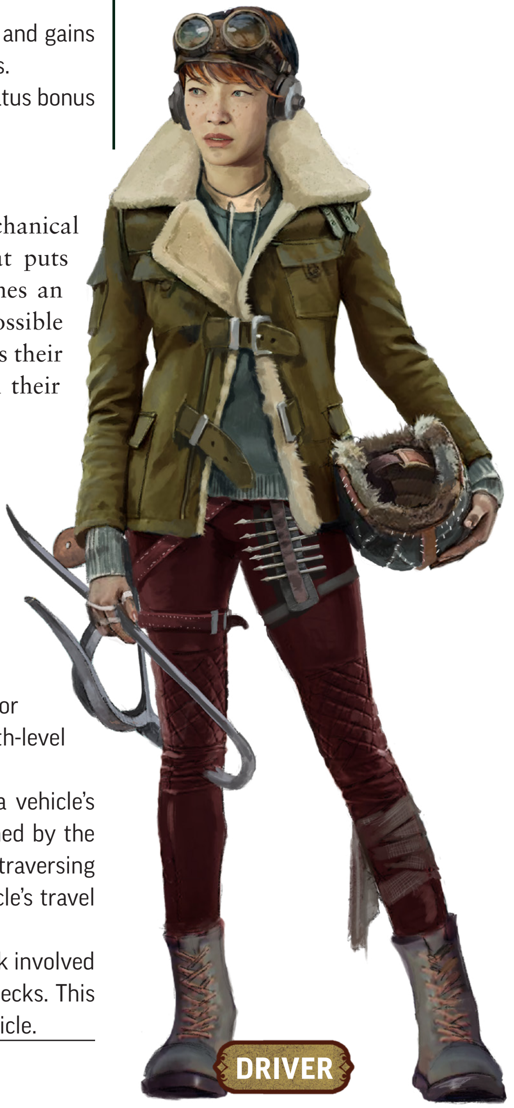
Driving Specialist For encounters involving driving, the driver is an 8th-level challenge. Rules for vehicles start on page 210 of *GM Core*.

Express Driver A driver can attempt a Driving Lore check to increase a vehicle's travel Speed when calculating the value for a day. The DC is determined by the GM but is typically based on the vehicle's piloting DC or the difficulty of traversing the environment, whichever is harder. On a success, increase the vehicle's travel Speed by half.

Skilled Driver The driver gains a +10 circumstance bonus to any skill check involved in driving a vehicle, and is considered a master in the skill for such checks. This bonus also applies to any initiative roll while the driver is piloting a vehicle.

AC 18; **Fort** +6, **Ref** +8, **Will** +6; +6 status to all defenses while driving

HP 28



Vehicle Block ⤾ **Requirements** The driver is driving a vehicle; **Trigger** The driver would take damage from an attack or from a damaging effect that requires a Reflex save; **Effect** With swift steering, the driver puts the bulk of the vehicle in between themself and the problem, causing the vehicle to take the damage instead of the driver.

Speed 25 feet

Melee ◆ crowbar +7 (fatal d10), **Damage** 1d6+3 piercing

Melee ◆ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ◆ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

Sideswipe ⤾ **Requirements** The driver is taking a Drive action with a vehicle and moves the vehicle adjacent to a creature; **Effect** All creatures adjacent to the vehicle take the vehicle's collision damage with a basic Reflex save against the vehicle's collision DC. The vehicle continues to move normally after the Sideswipe.

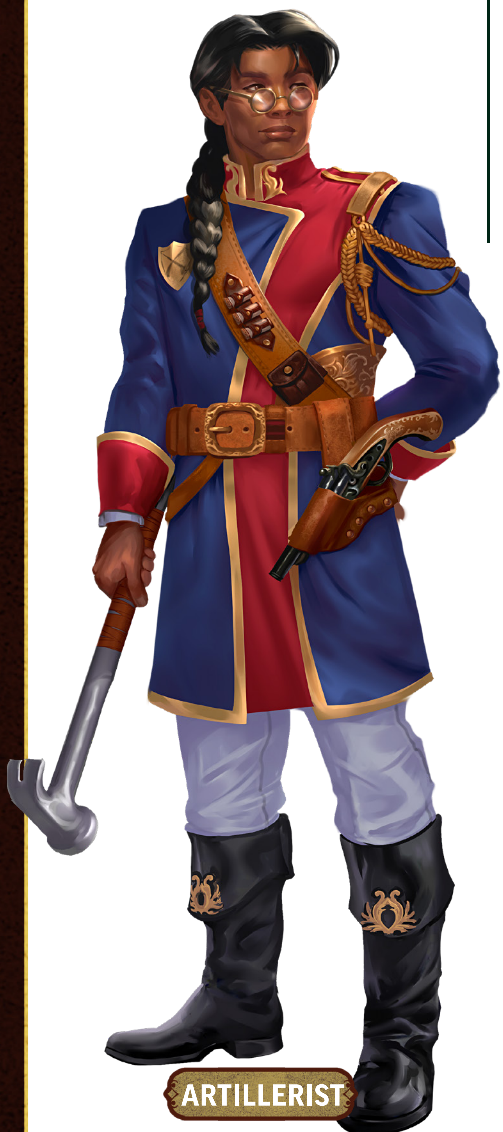
AVIATOR

Not all drivers limit themselves to the earth. Aviators are drivers who specialize in driving mechanical flying machines. Many see such drivers as being reckless, as they are often unsatisfied with simply flying from point A to point B. Instead, they take full advantage of the freedom of the sky to find the most exciting path available, which often involves dubiously named stunts.

Artillerist

The maintenance and operation of a siege weapon is the highest form of art for the artillerist. They are second to none in terms of reliability and speed due to years of experience and training. Their mastery is such that they often construct smaller models of their preferred weapon to mount on their shoulders. Many will insist this is in case of an emergency, but they often truly enjoy crafting, designing, and perfecting their personal piece of artillery.

Traditionally, artillerists are used on both side of a siege. Massive weapons are both fired towards the walls and from the walls. In such battles, artillerists are invaluable. However, artillerists are seen in other places outside of massive wars. For example, artillerists are often employed on ships to manage their cannons and harpoons.



ARTILLERIST

ARTILLERIST CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +8 (+10 if the artillerist is crewing a siege weapon)

Languages Common

Skills Crafting +9 (+11 for siege weapons), Diplomacy +9, Engineering Lore +11 (+13 for siege weapons), Explosive Lore +9 (+11 for siege weapons), Society +9, Thievery +8

Str +3, **Dex** +3, **Con** +1, **Int** +2, **Wis** +1, **Cha** +0

Items artisan's toolkit (siege weaponry), dueling pistol (20 rounds; page 50), light hammer, repair toolkit

Siege Acumen The artillerist is permanently quickened. They can use this extra action only to Aim, Load, or Launch a siege weapon.

AC 18; **Fort** +8, **Ref** +12, **Will** +6

HP 45

Siege Shield While adjacent to a siege weapon, the artillerist gains a +1 circumstance bonus to AC.

Speed 25 feet

Melee ◆ light hammer +10 (agile), **Damage** 1d6+5 bludgeoning

Melee ◆ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ◆ dueling pistol +10 (concealable, concussive, fatal d10, range increment 60 feet, reload 1), **Damage** 1d6+3 piercing

Ranged ◆ light hammer +10 (agile, thrown 20 feet), **Damage** 1d6+5 bludgeoning

Bombard ◆◆ (manipulate) The artillerist activates a shoulder-mounted artillery piece to launch an explosive shell up to 120 feet away that explodes in 10-foot burst. Creatures within the burst take 2d6 piercing damage and 2d6 fire damage with a DC 19 basic Reflex save. A creature that fails its save is also knocked prone. The artillerist can't use Bombard again until they reload the artillery with 2 Interact actions; these actions don't have to be consecutive.

Toymaker

The whimsy of a toymaker is only matched by their ruthlessness when cornered. Most of their creations are designed solely for the enjoyment of others. However, every toymaker knows—whether through failed designs or intentional creations—how to turn their toys into dangerous weapons. They are often hesitant to use toys in such ways, and more often than not, they will attempt to solve problems with diplomacy first.

Some toymakers have fully turned to the profession of making deadly toys. They often have dangerous patrons or nefarious intentions. Some use dangerous toys as a means of vigilantism, while others use them as a means to sneak weapons into guarded areas.

TOYMAKER — CREATURE 3

MEDIUM | HUMAN | HUMANOID

Perception +8

Languages Common

Skills Crafting +10 (+12 for toys), Diplomacy +9, Performance +9, Society +8, Toys Lore +12

Str +0, **Dex** +3, **Con** +1, **Int** +3, **Wis** +2, **Cha** +2

Items artisan's toolkit (toymaking), hand crossbow (10 punchout bolts)

AC 18; **Fort** +6, **Ref** +10, **Will** +10

HP 45

Speed 25 feet

Melee ◆ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ hand crossbow +12 (nonlethal, range increment 60 feet, reload 1), **Damage** 1d6+5 bludgeoning plus punchout bolts

Punchout Bolts The toymaker's crossbow bolts are specially constructed with heavy, sap-like heads instead of piercing tips. Strikes with these bolts deal bludgeoning damage instead of piercing and have the nonlethal trait. In addition, a creature hit by one must succeed a DC 20 Fortitude saving throw or be pushed 10 feet back (or 20 feet on a critical failure).

Scatter Blocks ◆ (manipulate) The toymaker throws out a handful of toy building blocks of various sizes 20 feet away in a 5-foot burst. The area becomes difficult terrain and hazardous terrain. A creature that moves on the ground through the area takes 1 piercing damage for every square of that area it moves into.

Wind-Up Soldier ◆◆ (manipulate) The toymaker releases a wind-up soldier that Strides 15 feet in a straight line. Whenever the soldier moves adjacent to a creature or a creature moves into a space adjacent to the soldier, the creature takes 2d8 slashing damage with a DC 20 basic Reflex save as the soldier wildly slashes its sword. A creature can take damage from the wind-up soldier only once per round.

At the start of each of the toymaker's turns, the solder Strides 15 feet further along the same path. The soldier falls apart after it moves three times.

Demolitionist

While most engineers take immense pride in their work constructing something that may survive many lifetimes, the demolitionist takes pride in destroying such pompous things in the most spectacular way possible. Every design has a flaw, and that flaw usually involves large quantities of explosives. Demolitionists are often pragmatic and calculated, taking great care to destroy whatever lies before them as efficiently as possible.

DEMOLITIONIST — CREATURE 4

MEDIUM | HUMAN | HUMANOID

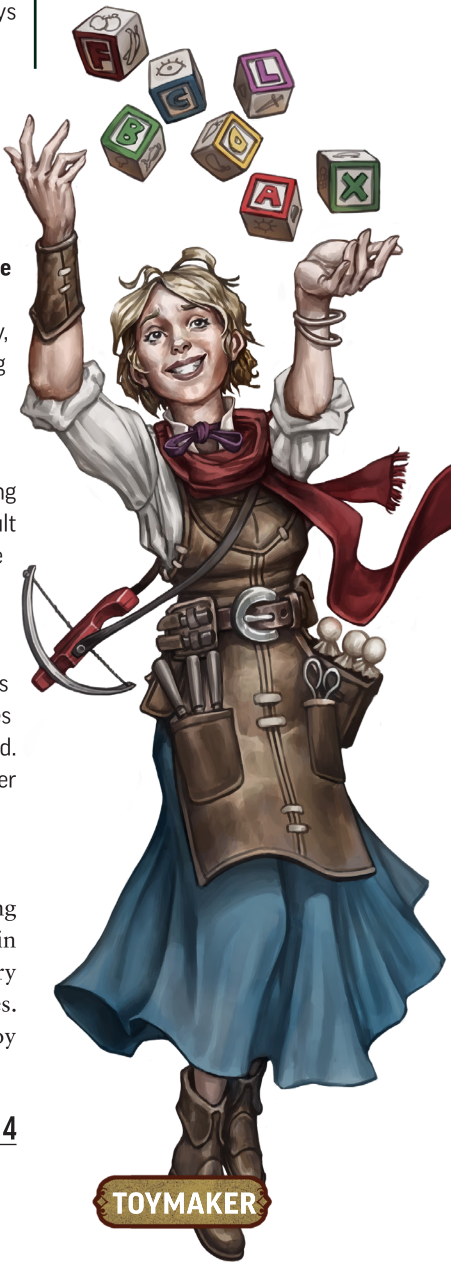
Perception +10

Languages Common

Skills Athletics +9, Crafting +12, Explosive Lore +14, Intimidation +10, Thievery +11

SIEGE WEAPONS

The artillerist is meant to pair with siege weapons, and engineers in general often pair well with these large instruments of war. Siege weapons usually work best with multiple NPCs crewing them. Rules for siege weapons appear on page 72 of *Pathfinder Guns & Gears*.


TOYMAKER

GADGETS FOR PCS

Since engineers often carry unique gadgets, your player characters will likely want to salvage and reuse those items. If you want to do this in your games, you can either let them use the items primarily as written or convert them into consumable gadgets—items appearing on pages 66–71 of *Guns & Gears*. In any case, these items are typically unstable when salvaged, usable once to a few times or subject to misfires (page 43).

Str +1, **Dex** +3, **Con** +3, **Int** +4, **Wis** +0, **Cha** +0
Items bag of explosives (10 dynamite, 5 mines, 1 wall charge), leather armor, light mace

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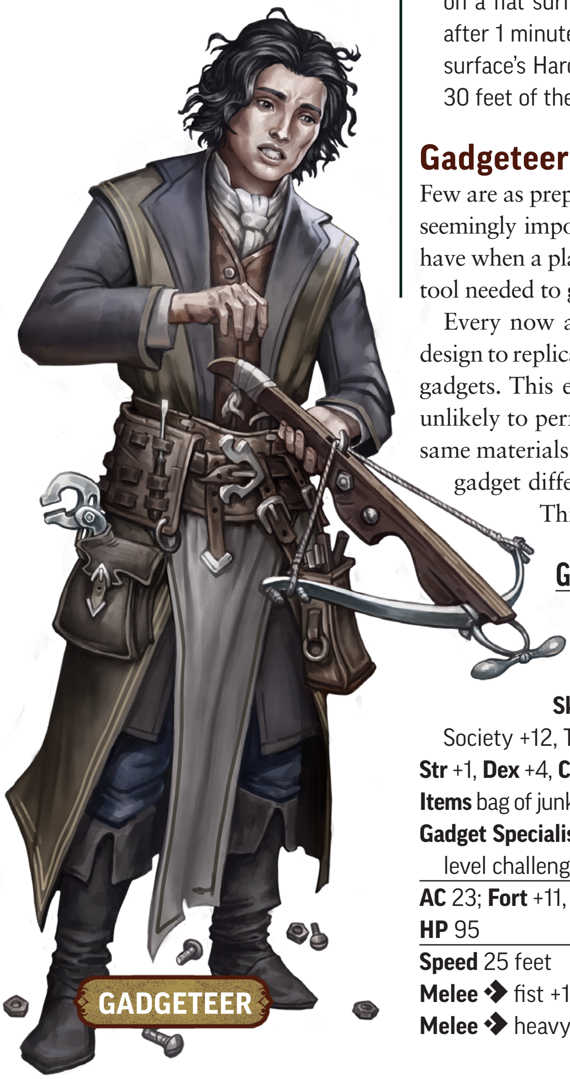
AC 20; **Fort** +11, **Ref** +13, **Will** +6
HP 60; **Resistances** fire 5
Explosive Demise (fire) When the demolitionist is reduced to 0 Hit Points while they have any explosives still in their bag, the remaining explosives detonate, unleashing an explosion of fire upon all creatures in a 30-foot emanation. Each creature in the area takes 3d6 fire damage with a DC 19 Reflex save.
Replenish Explosives The demolitionist can replenish their stock of explosives with 4 hours of downtime.

Speed 25 feet
Melee ◆ light mace +13 (agile, finesse, shove), **Damage** 1d4+7 bludgeoning
Melee ◆ fist +13 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning
Plant Mine ◆ to ◆◆ (fire, manipulate) The demolitionist plants a mine in an adjacent square. If a creature moves onto a space with a mine, the mine explodes. This deals 3d8 fire damage to the creature with a DC 21 basic Reflex save. The demolitionist can use 2 actions to Plant a Mine to hide the mine, granting it a Stealth DC of 21. Creatures that didn't see the mine as it was planted must actively search for it (using the Search activity while exploring or the Seek action in an encounter).
Toss Dynamite ◆◆ (fire, manipulate) The demolitionist quickly throws a stick of dynamite up to 20 feet away that explodes in 5-foot burst. Creatures within the burst take 4d4 fire damage with a DC 21 basic Reflex save.
Wall Charge ◆◆◆ (fire, manipulate) the demolitionist plants a powerful wall charge on a flat surface such as a door or wall. Once the charge is planted, it explodes after 1 minute, dealing 60 fire damage to the surface and ignoring up to 15 of the surface's Hardness. The explosive also deals 5d6 fire damage to creatures within 30 feet of the explosive with a basic Reflex save DC 25.

Gadgeteer

Few are as prepared to be unprepared as a gadgeteer, who are masters at building seemingly impossible creations out of almost anything. They're always useful to have when a plan inevitably goes wrong because they can quickly craft the perfect tool needed to get out of even the stickiest predicament.

Every now and again, someone tries to hire a gadgeteer to perfect a single design to replicate it and make more permanent versions of their thrown-together gadgets. This effort is often in vain, as even the most talented gadgeteers are unlikely to perfectly replicate a design they made in the moment, even with the same materials. In fact, when put on the spot, they will likely create a functional gadget differently every time, even if they have access to the same material. This process makes duplication nearly impossible.



GADGETEER CREATURE 6

MEDIUM HUMAN HUMANOID
Perception +14
Languages Common
Skills Crafting +16 (+20 when Crafting gadgets), Engineering Lore +18, Society +12, Thievery +14
Str +1, **Dex** +4, **Con** +1, **Int** +4, **Wis** +2, **Cha** +0
Items bag of junk, crossbow (10 bolts), heavy wrench (functions as a mace), leather armor
Gadget Specialist For encounters involving crafting gadgets, the gadgeteer is a 9th-level challenge.

AC 23; **Fort** +11, **Ref** +16, **Will** +14
HP 95

Speed 25 feet
Melee ◆ fist +16 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning
Melee ◆ heavy wrench +13 (shove), **Damage** 1d6+7 bludgeoning

Ranged ◆ crossbow +16 (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

Create Gadget ◆◆◆ (concentrate, manipulate) The gadgeteer uses their bag of junk and nearby scraps to create one of the following gadgets. Gadgets created this way fall apart after a single use or after 1 hour, whichever happens first.

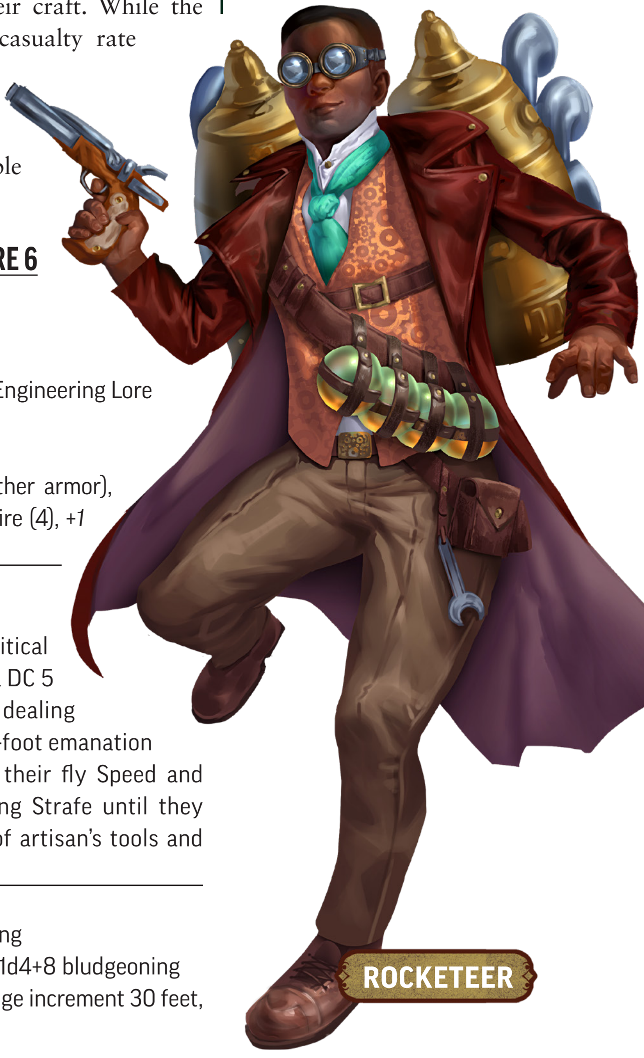
- **Flash Bang** ◆ (manipulate) The gadgeteer throws a flash bang up to 20 feet away that explodes in a 5-foot burst. Creatures in the burst must succeed a DC 24 Fortitude save or become blinded for 1 round.
- **Glider** ◆ (move) The gadgeteer leaps off a precipice with the glider in their hands. They fall only 60 feet per round, and for every 10 feet they fall, they can travel 5 feet forward.
- **Makeshift Key** ◆ (manipulate) The gadgeteer attempts to Pick a Lock with a +4 item bonus to the check.
- **Recorder** ◆ (manipulate) The gadgeteer records up to 25 spoken words on this device. Activating this gadget causes it to either repeat the recorded words once before falling apart or play the message on a loop for up to 10 minutes before falling apart.
- **Shocking Rod** ◆ (manipulate) An adjacent creature takes 3d12 electricity damage with a DC 24 basic Reflex save.

BRIGH

On Golarion, science and magic coexist, and many engineers worship Brigh, the deity of clockwork, invention, and time. She's often invoked when an inventor needs inspiration or is on the clock and needs the next few hours to go slower. Often, engineers engrave small icons of Brigh's religious symbol—a mask in her likeness.

Rocketeer

It takes a very specific personality to strap on a tank filled with a highly flammable alchemical substance and set it afire to launch oneself into the sky, so it is perhaps unsurprising that most rocketeers are reckless and bombastic individuals who delight in the theatrics inherent in their craft. While the unpredictability of rocketeering devices and the high casualty rate among those who use them make such devices generally unsuitable for military applications, a few courageous souls have used them to become dashing folk heroes or performing daredevils, many of whose most memorable performances culminate in their own dramatic demises.



ROCKETEER CREATURE 6

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Acrobatics +13 (+17 to Maneuver in Flight), Crafting +14, Engineering Lore +14, Performance +12

Str +2, **Dex** +4, **Con** +2, **Int** +2, **Wis** +2, **Cha** +0

Items artisan's toolkit (rocketry), flight suit (functions as leather armor), heavy wrench (functions as a mace), moderate alchemist's fire (4), *+1 slide pistol* (20 rounds; page 50)

AC 23; **Fort** +12, **Ref** +16, **Will** +14

HP 85

Fuel Tank Vulnerability When the rocketeer is struck by a critical hit that deals piercing or fire damage, they must attempt a DC 5 flat check. On a failure, the rocketeer's fuel tank explodes, dealing 6d6 fire damage to the rocketeer and all creatures in a 20-foot emanation and knocking the rocketeer prone. The rocketeer loses their fly Speed and can't use Explosive Liftoff, Mid-air Collision, or Rocketing Strafe until they repair their jet pack, which requires an appropriate set of artisan's tools and takes 2 hours.

Speed 25 feet, fly 30 feet

Melee ◆ heavy wrench +14 (shove), **Damage** 1d6+8 bludgeoning

Melee ◆ fist +16 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ◆ *slide pistol* +17 (capacity 5, concussive, fatal d10, range increment 30 feet, reload 1), **Damage** 1d6+6 piercing

MECHANICAL ALLIES

Often, engineers are accompanied by mechanical creatures of their own creation, like clockwork hounds or mechanical birds. To build encounters including such creatures, you can either adapt an existing construct (such as an animated object) or change an animal's trait to construct and give it immunity to bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, and void. You might want to reduce its HP slightly to compensate.

Explosive Liftoff ◆◆ **Frequency** once per 10 minutes; **Requirements** The rocketeer is standing on a horizontal surface; **Effect** The rocketeer unleashes the full strength of their jets to launch themself into the air, dealing 7d6 fire and bludgeoning damage to all creatures in a 15-foot emanation with a DC 24 basic Reflex save. The rocketeer Flies twice, straight up into the air.

Mid-air Collision ◆◆ The rocketeer Flies twice, then attempts to Trip or Shove another flying creature. If they roll a success on the Athletics check, they get a critical success instead.

Rocketing Strafe ◆◆ The rocketeer Flies and makes two melee Strikes at any point during that movement. Each Strike must target a different creature. The rocketeer can forgo the melee Strikes to instead make one *slide pistol* Strike at any point during that movement and Interact to select the next loaded chamber of their *slide pistol*; they can do these in either order. Any Strike made as part of a Rocketing Strafe deals an additional 2d6 damage and takes the normal multiple attack penalty.

Dynamo

The intricate clockwork prostheses known as sterling dynamos have become increasingly common in recent years, particularly in havens of technological progress like Dongun Hold and the city of Absalom, but a few specialized engineers have elevated their dedication to research and development of such devices to an entirely new level. These individuals seek to achieve bodily perfection through augmentation, replacing their own limbs with advanced and sometimes untested prototypes that grant them a wide variety of abilities.

DYNAMO CREATURE 8

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +16

Languages Common

Skills Acrobatics +17, Athletics +18, Crafting +17, Engineering Lore +17, Medicine +16, Thievery +17

Str +6, **Dex** +3, **Con** +2, **Int** +3, **Wis** +2, **Cha** +0

Items artisan's toolkit (blacksmithing), *+1 dragon mouth pistol* (10 rounds; page 50), repair toolkit, steel plating (functions as half plate)

AC 26; **Fort** +14, **Ref** +17, **Will** +14

HP 145

Speed 20 feet

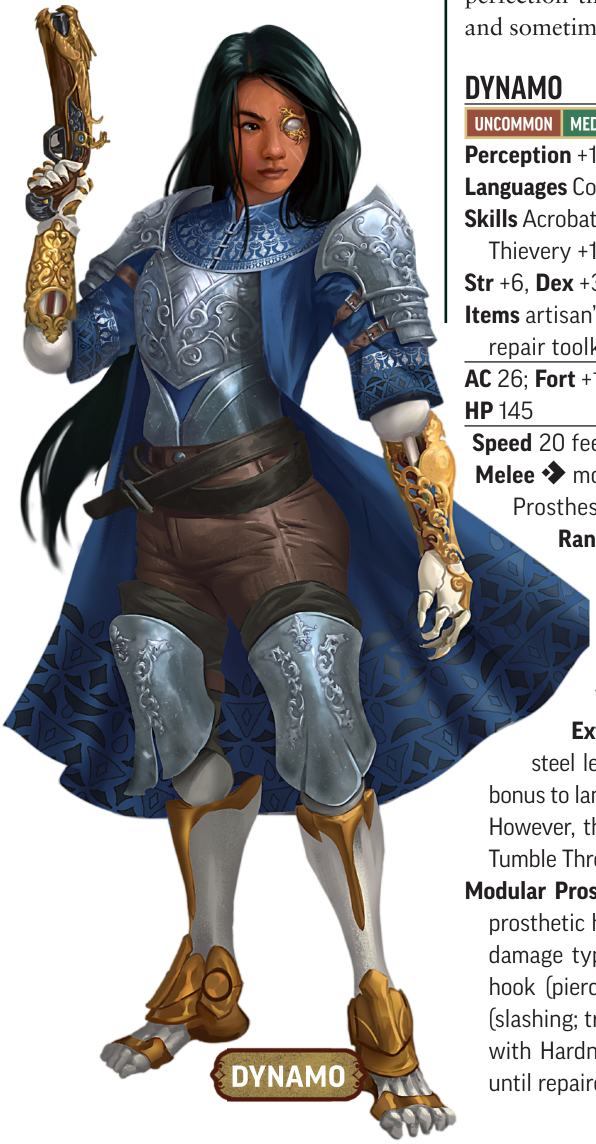
Melee ◆ modular prosthesis +20 (see below), **Damage** 2d8+12 and see Modular Prostheses

Ranged ◆ *dragon mouth pistol* +18 (concussive, range increment 20 feet, reload 1, scatter 5 feet), **Damage** 1d6+6 piercing

Extend Arms ◆ The dynamo extends their collapsible steel arms, giving them both a reach of 20 feet with all melee attacks. However, the dynamo becomes enfeebled 1 and can't use the Interact action. The dynamo can Dismiss this ability.

Extend Legs ◆ The dynamo rises into the air on 10-foot-tall telescoping steel legs. While their legs are extended, the dynamo gains a +10-foot status bonus to land Speed and ignores any cover granted by barriers less than 10 feet tall. However, the dynamo becomes clumsy 1 and can't use the Climb, Leap, Swim, or Tumble Through actions. The dynamo can Dismiss this ability.

Modular Prostheses ◆ The dynamo configures one or both of their mechanical prosthetic hands into a specific configuration. Each configuration deals a specific damage type and has its own weapon traits: fist (bludgeoning; free-hand), gaff hook (piercing; grapple), impact driver (bludgeoning; shove), or spinning blade (slashing; trip). The dynamo can alternatively transform a hand into a steel shield with Hardness 8, HP 72, and BT 36. A broken prosthesis can't be reconfigured until repaired.



DYNAMO

Juggernaut

The heavy suit of mechanical metal armor a juggernaut wears is custom-built and highly complex and specialized to its wearer. Other creatures can't make use of the armor unless they have similar skill and customize it thoroughly.

JUGGERNAUT CREATURE 13

RARE LARGE HUMAN HUMANOID

Perception +21; darkvision

Languages Common

Skills Athletics +27, Crafting +26, Intimidation +26, Engineering Lore +24

Str +8, **Dex** +3, **Con** +4, **Int** +2, **Wis** +2, **Cha** +2

Items artisan's toolkit (blacksmithing), juggernaut armor, repair toolkit

Integrated Weapon A juggernaut's armor includes one integrated melee weapon, such as a diamond-tipped rotary saw blade, massive pneumatic drill, or heavy spiked gauntlet. The specifics don't change the damage dealt by its Strikes, but determines whether it deals bludgeoning, piercing, or slashing damage. A juggernaut with tools and a workshop can spend 2 hours to swap their armor's integrated weapon.

Power Source Juggernaut armor requires a power source built into the armor—such as a steam boiler, Stasian coil, or alchemical reservoir. This determines a damage type—cold, electricity, fire, or poison—for certain abilities.

AC 33; **Fort** +25, **Ref** +19, **Will** +21

HP 250; **Resistances** galvanized plating

Galvanized Plating The juggernaut has resistance 10 to the damage type of the armor's power source.

Self-Destruct ⤾ **Trigger** The juggernaut is reduced to 0 Hit Points; **Effect** The juggernaut collapses and their armor emits a steady ticking sound. At the beginning of what would have been the juggernaut's next turn, the armor's power source explodes, destroying it completely and dealing 10d6 damage in a 30-foot emanation with a DC 33 basic Reflex save. The explosion deals the damage type of the armor's power source. An adjacent creature can cancel the self-destruct sequence by succeeding at a DC 31 Thievery check to Disable a Device.

Speed 20 feet

Melee ◆ integrated weapon +27, **Damage** 3d8+12 and see integrated weapon

Melee ◆ plated fist +27, **Damage** 3d4+14 bludgeoning

Energy Projector ◆◆ (alchemical) A juggernaut carries a powerful cannon-like projectile weapon that requires two hands to wield and deals 14d6 damage to all creatures in its area with a DC 31 basic save; the damage type, area, and save are based on the armor's power source, as listed below. Once activated, Energy Projector can't be used again for 1d4 rounds.

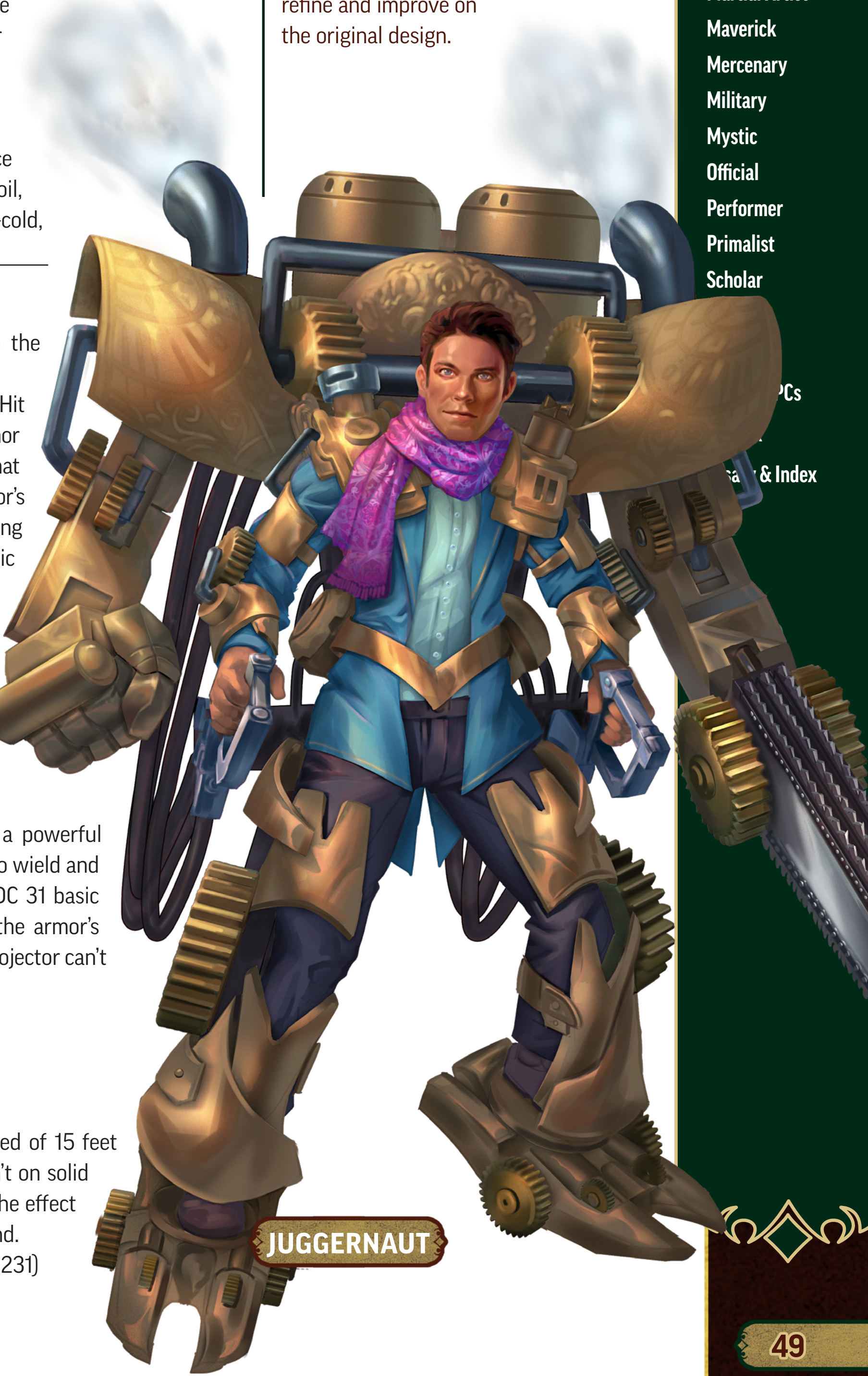
- **Cold** 30-foot cone of cold (Reflex)
- **Electricity** 60-foot line of electricity (Reflex)
- **Fire** 30-foot cone of fire (Reflex)
- **Poison** 30-foot cone of poison gas (Fortitude)

Jump Jets ◆ (alchemical) The juggernaut gains a Fly speed of 15 feet until the end of their current turn. If the juggernaut isn't on solid ground when they lose their fly Speed, they fall. After the effect ends, the juggernaut can't use Jump Jets again for 1 round.

Trample ◆◆◆ Medium or smaller, plated fist, DC 33 (page 231)

JUGGERNAUT RUMORS

Legend has it that the first suit of juggernaut armor was built by a brilliant but misanthropic inventor who leveled his own workshop before embarking on a spree of indiscriminate destruction. Though the rampage quickly came to an end when his creation crashed through a wooden floor and became trapped in a basement, the story has inspired a new generation of machinists to diligently refine and improve on the original design.



JUGGERNAUT

Firearms

Many NPCs in this section and the Maverick and Military entries (pages 76 and 88) use firearms.

Firearm Weapon Traits

Capacity: Weapons that have the capacity trait typically have multiple barrels or chambers capable of containing a bolt or round of ammunition. Capacity is always accompanied by a number indicating the number of barrels or chambers. After a capacity weapon is fired, you can select the next loaded barrel or chamber as an Interact action that doesn't require a free hand. You can use abilities that let or require you to Interact to reload to switch barrels or chambers of a capacity weapon instead. Each barrel or chamber can be individually reloaded after it's fired as a separate Interact action.

Concussive: These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

Kickback: A kickback weapon is extra powerful and difficult to use due to its high recoil. A kickback weapon deals 1 additional damage with all attacks. Firing a kickback weapon gives a –2 circumstance penalty to the attack roll, but characters with +2 or more Strength ignore the penalty. Attaching a kickback weapon to a deployed bipod, tripod, or other stabilizer can lower or negate this penalty (*Pathfinder Guns & Gears* 179).

Modular: The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between configurations of a modular weapon allows it to deal different types of damage (listed in the trait, such as "modular B, P, or S"), though it's possible for a modular weapon's description to list more complicated configurations.

Scatter: This weapon fires a cluster of pellets in a wide spray. Scatter always has an area listed with it, indicating the radius of the spray. On a hit, the primary target of attacks with a scatter weapon take the listed damage, and the target and all other creatures within the listed radius around it take 1 point of splash damage per weapon damage die, of the same type as the initial attack.

Firearms Critical Specialization

Firearm: The target must succeed at a Fortitude save against your class DC or be stunned 1.

Weapon Descriptions

Arquebus: This is a long rifle that offers more range than the average firearm, though the long barrel and ferocious kickback make the weapon particularly unsteady unless a tripod or other stand is used to stabilize it.

Dragon-mouth Pistol: Similar to the blunderbuss, a dragon-mouth pistol fires pellets from a flared barrel. Though less powerful than a blunderbuss, the dragon-mouth pistol is appreciated for its portability and one-handed design. The name was coined because of the destructive belch of this handheld scatter weapon, but many gunsmiths craft dragon-mouth pistols with elaborate embellishments that resemble a stylized dragon's maw framing the barrel.

Dueling Pistol: Made for settling disputes when diplomacy fails, dueling pistols are finely crafted and made to fit easily into a holster or pocket.

Flintlock Musket: The flintlock musket includes an external firing mechanism and an efficient and relatively compact frame. Though lacking the range and firing

RANGED FIREARMS

Uncommon Simple Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Flintlock musket	5 gp	1d6 P	70 ft.	1	1	2	Firearm	Concussive, fatal d10
10 rounds	1 sp							
Flintlock pistol	4 gp	1d4 P	40 ft.	1	1	1	Firearm	Concussive, fatal d8
10 rounds	1 sp							
Hand cannon	3 gp	1d6 modular	30 ft.	1	1	1	Firearm	Modular B, P, or S
10 rounds	1 sp							
Uncommon Martial Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Arquebus	8 gp	1d8 P	150 ft.	1	2	2	Firearm	Concussive, fatal d12, kickback
10 rounds	1 sp							
Dragon-mouth pistol	7 gp	1d6 P	20 ft.	1	1	1	Firearm	Concussive, scatter 5 ft.
10 rounds	1 sp							
Dueling pistol (level 1)	12 gp	1d6 P	60 ft.	1	L	1	Firearm	Concealable, concussive, fatal d10
10 rounds	1 sp							
Slide pistol (level 1)	16 gp	1d6 P	30 ft.	1	2	1	Firearm	Capacity 5, concussive, fatal d10
10 rounds	1 sp							

power of the arquebus, the flintlock musket is popular among civilians for its ease of use.

Flintlock Pistol: Though less accurate and powerful than a flintlock musket, the flintlock pistol is a preferred weapon of privateers thanks to its more compact size and affordability.

Hand Cannon: Hand cannons are little more than a hardened tube with a handle and external ignition attached. A hand cannon can be used to fire almost anything that can be packed into its barrel. The wielder of a hand cannon can change the damage type granted by its modular trait as part of the same Interact action used to reload.

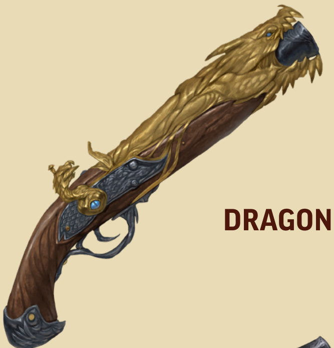
Slide Pistol: Also known as a harmonica gun, this weapon is essentially a stock, trigger, and firing mechanism attached to a sliding brace of barrels that can each hold a round of ammunition.

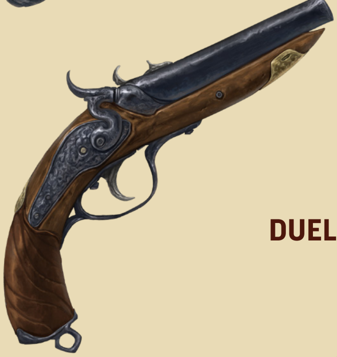
Engineering Device Malfunctions

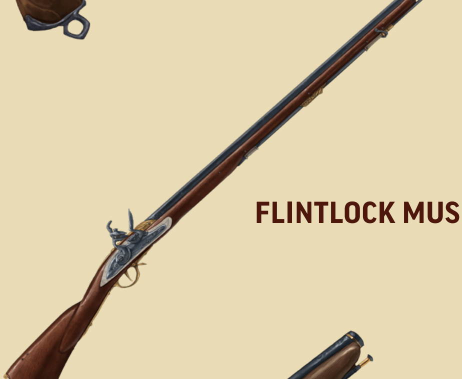
When making an attack or activating an ability granted by a mechanical device that has been poorly maintained or is of shoddy construction, an engineer must attempt a DC 5 flat check after making the relevant attack roll or skill check. On a failure, the action is lost and the device misfires spectacularly (roll on the Device Malfunctions table). A device misfire doesn't affect the amount of time that must pass before some abilities can be used again.

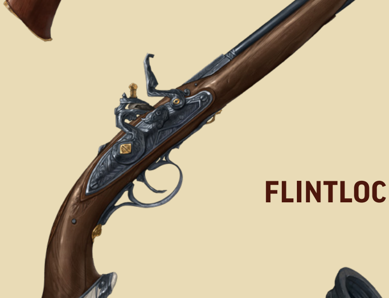
DEVICE MALFUNCTIONS

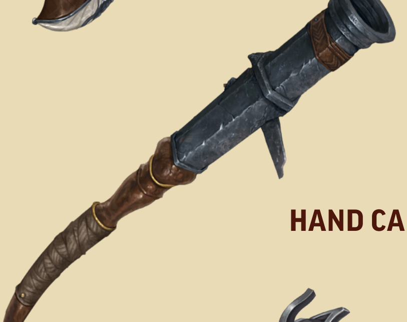
d6	Effect
1	**Fizzle** The device jams or short-circuits. If the triggering action was an attack, it retroactively becomes a critical failure. The engineer must use an Interact action to reset the device before it can be used again.
2	**Backfire** The device violently explodes, disabling it and dealing 1d6 bludgeoning damage for every 2 levels the engineer has in a 5-foot burst centered on the device. The device is broken until the engineer Repairs it.
3	**Off-Target** If the triggering action was a targeted attack, the attack instead targets another creature (other than the engineer) within 10 feet of the intended target, determined randomly by the GM. If no such target exists, the attack misses.
4	**System Reset** A burst of feedback momentarily shuts down all the engineer's devices. The engineer can't use attacks or abilities granted by any personal engineering device, potentially including movement speeds, until the start of their next turn.
5	**Overheat** The overstressed device generates a wave of intense heat. The device burns the engineer for 4d6 fire damage and 2d4 persistent fire damage, with a basic Reflex save. The DC is equal to the engineer's Fortitude DC. The engineer can Release the item before rolling to improve their degree of success on the save by one step.
6	**Delayed Reaction** The device fails to function, having no apparent effect. At the start of the engineer's next turn, the device automatically activates. The GM chooses any target or area at random.

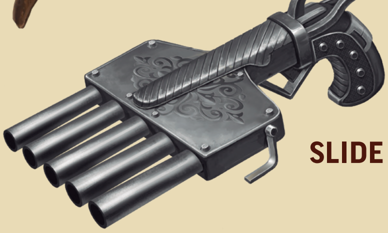

DRAGON MOUTH PISTOL


DUELING PISTOL


FLINTLOCK MUSKET


FLINTLOCK PISTOL


HAND CANNON


SLIDE PISTOL

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EXPLORER

Explorers are often well-equipped and well-trained for any type of hazard and are eager to lead others into the wild.

Torchbearer

Torchbearers carry light sources for seasoned explorers.

TORCHBEARER **CREATURE 0**

MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Acrobatics +5, Architecture Lore +2, Athletics +4, Stealth +5, Survival +3

Str +2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +1

Items climbing kit, dagger, hand crossbow (20 bolts), matchstick (5), torch (4)

AC 15; **Fort** +5, **Ref** +9, **Will** +4

HP 15

Speed 25 feet

Melee ◆ torch +5, **Damage** 1d6+2 bludgeoning plus 1 fire

Melee ◆ dagger +6 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Melee ◆ fist +6 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

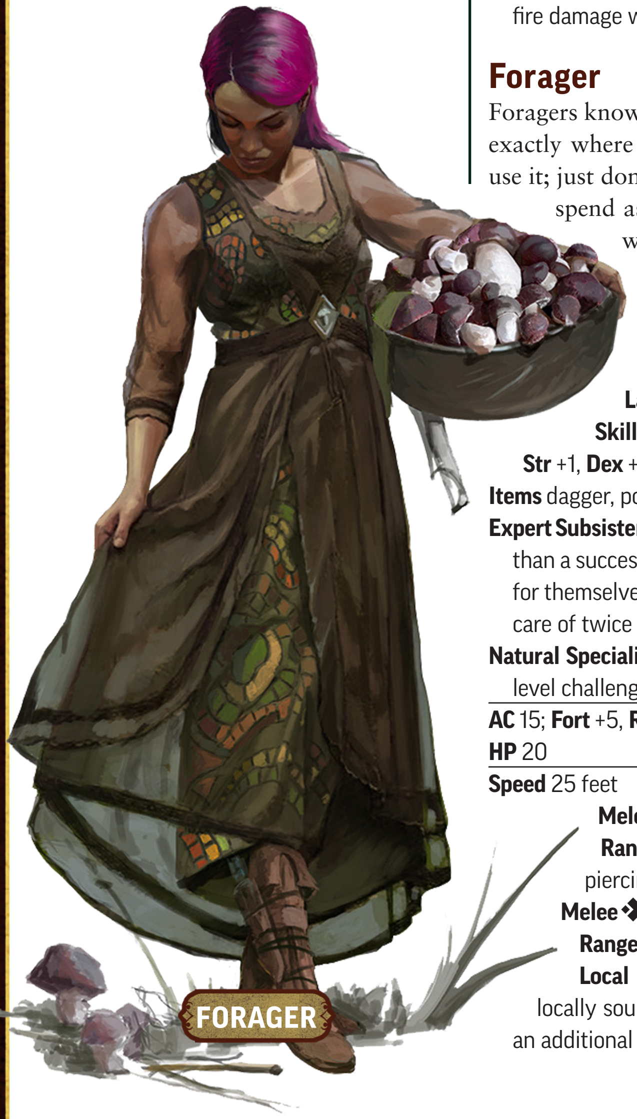
Ranged ◆ dagger +6 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Ranged ◆ hand crossbow +6 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

Torch Combatant A torchbearer is adept at attacking with torches and deals 1 persistent fire damage when they critically hit a creature with a torch.

Forager

Foragers know the areas they live and work in like no other. They can tell you exactly where to find a rare medicinal fern, when to harvest it, and how to use it; just don't expect them to be up-to-date on the latest town gossip. They spend as much time in the wilderness as they can, filling their baskets with a variety of useful plants.



FORAGER **CREATURE 1**

MEDIUM HUMAN HUMANOID

Perception +7 (+11 to notice flora and fauna)

Languages Common

Skills Local Lore +5, Medicine +6, Nature +10, Stealth +3, Survival +10

Str +1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +4, **Cha** +0

Items dagger, pouches, wicker baskets

Expert Subsistence While using Survival to Subsist, if the forager rolls any result worse than a success, they get a success. On a success, they can provide subsistence living for themselves and four additional creatures, and on a critical success, they can take care of twice as many creatures as on a success.

Natural Specialist For encounters involving Nature or Survival, the forager is a 3rd-level challenge.

AC 15; **Fort** +5, **Ref** +8, **Will** +8

HP 20

Speed 25 feet

Melee ◆ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

Ranged ◆ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Melee ◆ fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ◆ fruit or vegetable +7 (thrown 20 feet), **Damage** 1d4+1 bludgeoning

Local Poison ◆ (manipulate) The forager coats their dagger in a diluted, locally sourced poison. Until the end of their turn, Strikes with their dagger deal an additional 2 persistent poison damage.

FORAGING FOR FUN AND FORTUNE

For some, variety is the spice of life, as long as you're certain of the plant you've just plucked. In lieu of finding manufactured treasure in a natural setting, a GM might allow for certain herbs, flowers, and vegetables discovered in the wild to act as level 1 alchemical elixirs. For instance, the white flowers known as fairycups have a spicy flavor when nibbled on, granting the benefits of a lesser cheetah's elixir. A nutritious knotted longbean restores health like a minor elixir of life. Such foraged items last only 24 hours after being plucked and can't be sold.

Natural Scientist

If there's a mystery of nature that requires firsthand evidence to solve, natural scientists collect that data. They spend months documenting and observing events and creatures in the natural world before returning to their academies, labs, and royal studies.

NATURAL SCIENTIST — CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Diplomacy +5, Nature +8, Scouting Lore +10, Stealth +5, Survival +8

Str +1, **Dex** +1, **Con** +2, **Int** +2, **Wis** +4, **Cha** +1

Items explorer's clothing, staff, writing set

Never Lost The natural scientist can always tell true north and gains a +4 circumstance bonus to Survival checks to Sense Direction. They don't take a –2 item penalty to the check if they don't have a compass.

Trained Observer The natural scientist is accustomed to blending into their surroundings and taking notes, giving them a +2 circumstance bonus to Gather Information.

AC 16; **Fort** +8, **Ref** +5, **Will** +11

HP 25

Speed 25 feet

Melee ◆ staff +7 (two-handed d8), **Damage** 1d4+3 bludgeoning

Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ◆ rock +7 (thrown 10 feet), **Damage** 1d4+3 bludgeoning

Poacher

Rules against hunting may insulate the private reserves of nobles or guard the viability of animal populations in shared forests during specific seasons. Poachers violate those laws—sometimes out of greed, sometimes out of desperation, and sometimes for sport.

POACHER — CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common

Skills Crafting +4, Deception +4, Nature +7, Stealth +8, Survival +7

Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +0

Items composite shortbow (20 arrows), light mace, padded armor, snare toolkit (functions as artisan's toolkit)

Expert Subsistence As forager (page 52).

Snare Crafting The poacher knows how to craft the following snares (*Player Core 2* 297–300): alarm snare, hampering snare, marking snare, and signaling snare. The poacher can create up to four snares each day without paying for the materials, using 3 Interact actions to deploy a snare. The snare becomes inert after 24 hours.

AC 18; **Fort** +7, **Ref** +10, **Will** +7

HP 30

Speed 25 feet

Melee ◆ light mace +11, **Damage** 1d4+4 bludgeoning

Melee ◆ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ composite shortbow +11 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+3 piercing

On the Hunt ◆ (concentrate) The poacher designates one creature they're observing or tracking as their prey. The poacher gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the poacher hits the designated prey in a round, they deal an additional 1d4 precision damage. These effects last until the poacher uses On the Hunt again.

NATURAL SCIENCES AND THOSE WHO STUDY THEM

There's a wide variety of things to explore and notate, and natural scientists want to document it all:

Astronomers make detailed observations of the night sky.

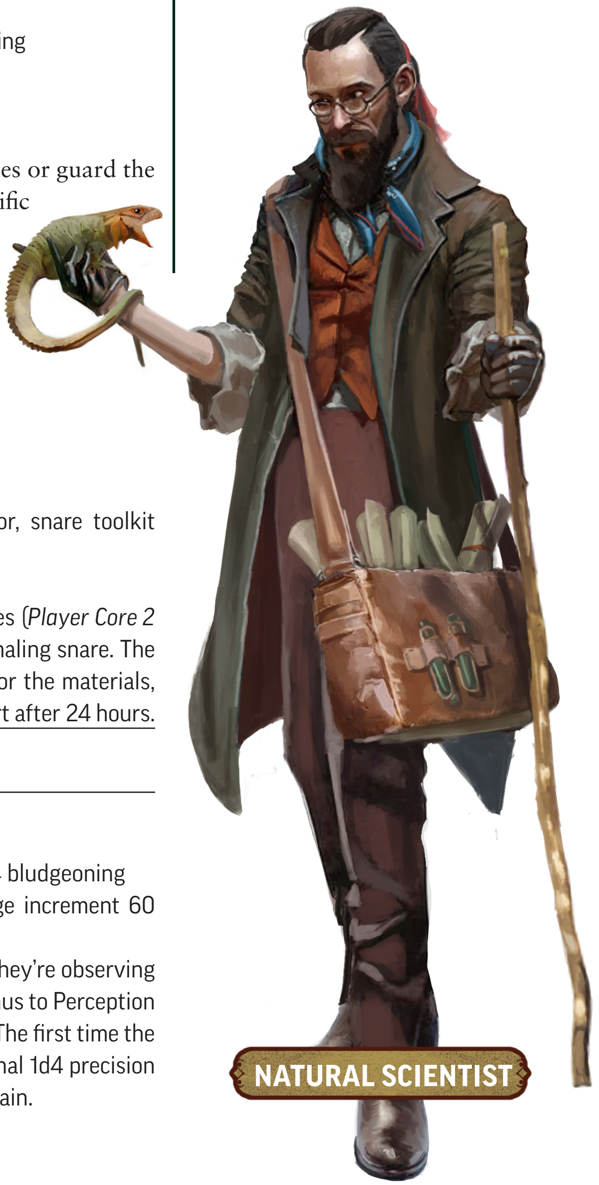
Biologists may study the impact of civilization on wilderness areas.

Botanists may protect a newly discovered plant species.

Chemists may try to locate the source of a mysterious oil.

Geologists may rush to study a volcano.

Zoologists may try to track down a rare and elusive animal.


NATURAL SCIENTIST

PENALTIES FOR POACHING

Punishment for poaching on noble land can be vicious. Maiming poachers by removing fingers is a common practice. Crueler punishments include snaring poachers in their own traps and leaving them helpless, binding them in the bloody skins of their catch, and setting dogs to chase them through the woods.

Chronicler

Exploration means very little if no account of the expedition exists. Members of adventuring bands cherish chroniclers who record tales of their deeds.

CHRONICLER — CREATURE 3

MEDIUM | HUMAN | HUMANOID

Perception +12

Languages Common

Skills Nature +10, Scribing Lore +13, Society +9, Survival +7, one additional Lore +10

Str +2, **Dex** +2, **Con** +1, **Int** +3, **Wis** +4, **Cha** +0

Items crossbow (20 bolts), dagger, journal, leather armor, maps, *scroll of acid grip*, *scroll of heal*, staff

AC 18; **Fort** +8, **Ref** +9, **Will** +10

HP 45

Live to Tell the Tale ↩ **Frequency** once per day; **Trigger** The chronicler would gain the dying condition; **Effect** The chronicler instead falls unconscious for 1d4 hours or until they regain 1 Hit Point.

Speed 25 feet

Melee ◆ dagger +8 (agile, versatile S), **Damage** 1d4+5 piercing

Melee ◆ staff +8 (two-hand d8), **Damage** 1d4+5 bludgeoning

Melee ◆ fist +8 (agile, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ◆ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Ranged ◆ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Primal Prepared Spells DC 20, attack +12; **2nd** *entangling flora*, *floating flame*; **1st** *fleet step*, *tailwind*, *vanishing tracks*; **Cantrips (2nd)** *frostbite*, *know the way*, *light*, *sigil*, *tangle vine*

Scroll Mastery The chronicler can activate any scroll of a 2nd-rank spell or lower, regardless of its magical tradition.

Tracker

An untrained eye might spot a sign or two of a wild creature's passing, but only a skilled tracker can identify several such signs and discern their relationship to each other, connecting one to the next until they form a trail of prints, scat, fur, feathers, and blood that leads to the quarry's lair.

TRACKER — CREATURE 3

MEDIUM | HUMAN | HUMANOID

Perception +12

Languages Common

Skills Forest Lore +5, Nature +11, Stealth +9, Survival +13

Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +4, **Cha** +0

Items composite longbow (60 arrows), dagger, leather armor

Expert Subsistence As forager (page 52), but the tracker feeds 8 additional creatures, or 16 on a critical success.

Master Tracker The tracker can Track while moving at full speed.

AC 19; **Fort** +7, **Ref** +11, **Will** +9

HP 40

Speed 25 feet

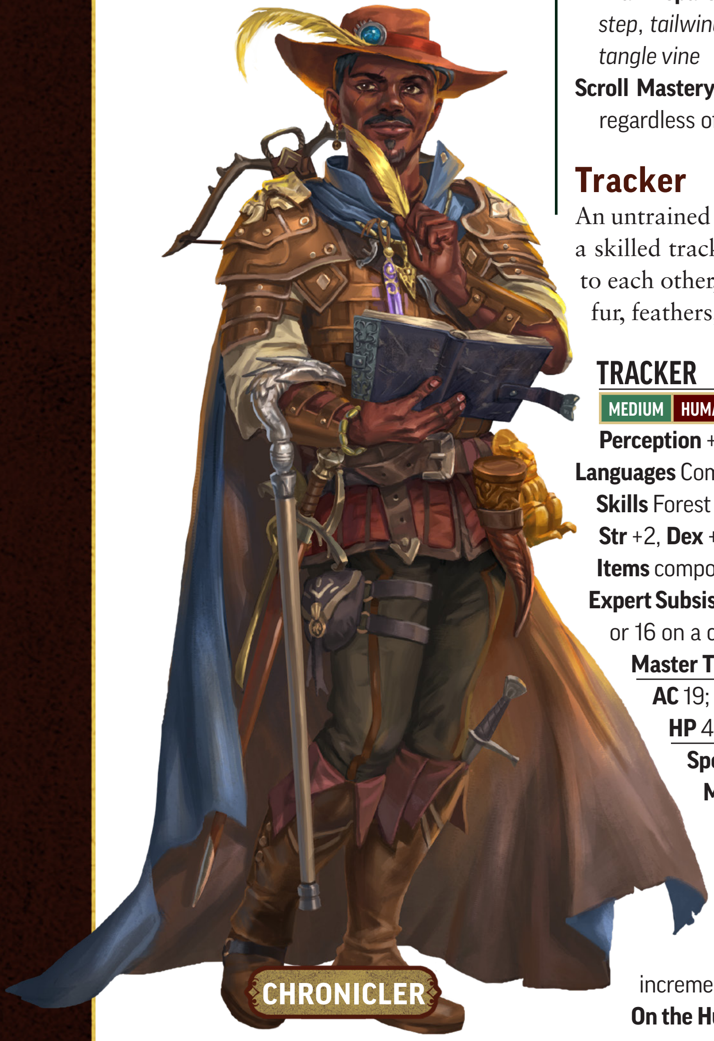
Melee ◆ dagger +11 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Melee ◆ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ◆ dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Ranged ◆ composite longbow +11 (deadly 1d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+5 piercing

On the Hunt ◆ (concentrate) As poacher (page 53).



CHRONICLER

Guide

Guides bring travelers, tourists, and adventurers into the wondrous natural world, using their expertise to avoid deadly monsters and gruesome hazards.

GUIDE — CREATURE 4

MEDIUM | HUMAN | HUMANOID

Perception +14

Languages Common

Skills Athletics +12, Nature +8, Scouting Lore +12, Stealth +10, Survival +12

Str +4, **Dex** +1, **Con** +2, **Int** +1, **Wis** +3, **Cha** +0

Items composite shortbow (40 arrows), greataxe, scale mail

AC 20; **Fort** +14, **Ref** +8, **Will** +11

HP 60

Guide's Warning ↺ **Trigger** The guide is about to roll a Perception or Survival check to determine their initiative; **Effect** The guide visually or audibly warns allies, granting them a +1 circumstance bonus to their initiative rolls. This bonus increases to +2 if the guide was Scouting. Depending on how the guide warns allies, this action has the auditory or visual trait.

Speed 25 feet

Melee ◆ greataxe +12 (sweep), **Damage** 1d12+8 slashing

Melee ◆ fist +12 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ◆ composite shortbow +9 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+6 piercing

Guiding Words ◆ The guide points out a weakness of a creature within 30 feet. Until the start of the guide's next turn, the guide and all allies that can hear the guiding words gain a +1 circumstance bonus to attack rolls against that creature, and the guide's Strikes deal an extra 1d4 precision damage to that creature.

FAMED FORESTS

The **Verduran Forest** is the largest woodland on the continent of Avistan; the druids and rangers of the Wildwood Lodge earned the forest great autonomy through a thousand-year treaty. The **Forest of Spirits** stretches over a thousand miles of Tian Xia and is the primeval birthplace of the nature spirits known as kami. The **Fangwood** in Nirmathas and the Gravelands is home to Crystalhurst, a village of druids who fought the terrible Darkblight that devastated the 7,000-year-old fey court who once guarded the wood. The **Fierani Forest** covers the majority of the elven nation Kyonin.

Mountaineer

Mountaineers usually travel solo, but some guide expeditions into dangerous terrain.

MOUNTAINEER — CREATURE 5

MEDIUM | HUMAN | HUMANOID

Perception +15

Languages Common, Petran, Pyric

Skills Acrobatics +13 (+15 to Balance on slippery ice), Athletics +13, Mountain Lore +15, Nature +12, Survival +12

Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +3, **Cha** +0

Items chalk (10), extreme climbing kit, compass, hatchet (2), hide armor, pick, spyglass, survey map

Experienced Steps A mountaineer isn't impeded by difficult terrain caused by snow or ice. They gain a +2 circumstance bonus to Acrobatics checks to Balance on slippery ice.

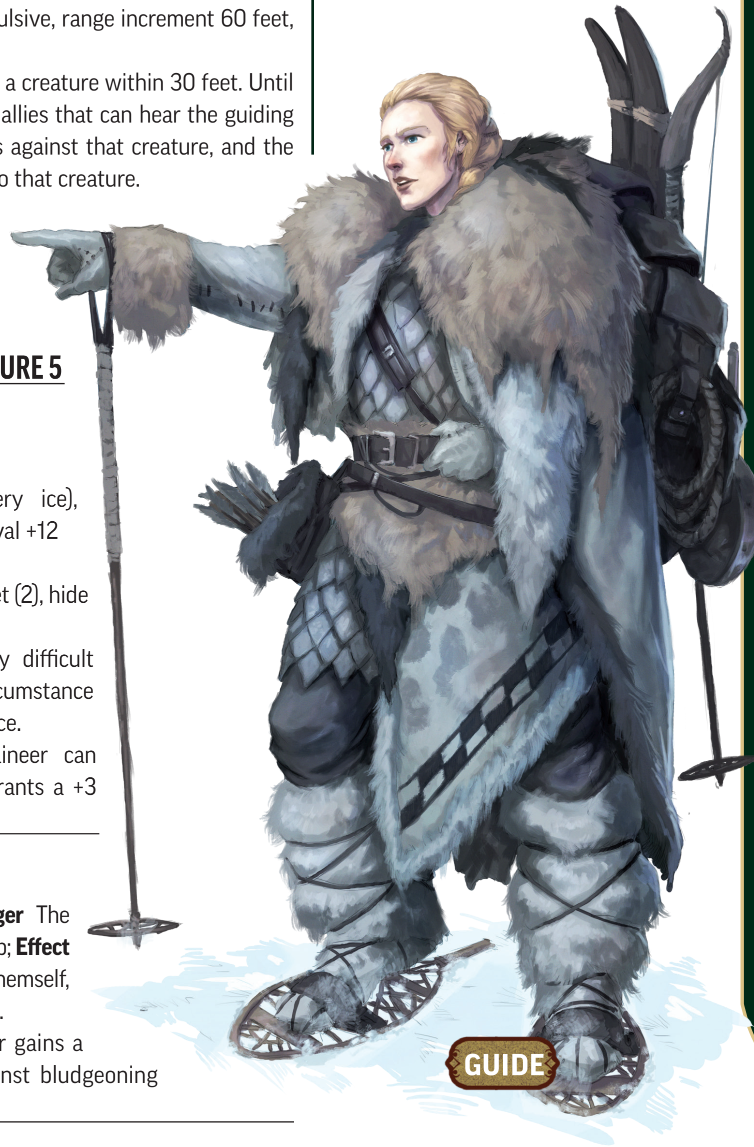
Professional Climber While climbing, the mountaineer can have up to five allies Following the Expert and grants a +3 circumstance bonus to Athletics checks to Climb.

AC 21; **Fort** +14, **Ref** +12, **Will** +9

HP 80

Lost My Footing ↺ **Frequency** once per day; **Trigger** The mountaineer critically fails a check to Balance or Climb; **Effect** Training kicks in, and the mountaineer catches themself, improving the check from a critical failure to a failure.

Tuck and Roll During an avalanche, the mountaineer gains a +2 circumstance bonus to their Reflex save against bludgeoning damage and natural disasters.



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Appendix
Glossary & Index

Speed 25 feet; arctic passage

Melee ◆ pick +14 (fatal d10), **Damage** 1d6+10 piercing

Melee ◆ hatchet +14 (agile, sweep), **Damage** 1d6+10 slashing

Melee ◆ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ◆ hatchet +13 (agile, thrown 10 feet), **Damage** 1d6+10 slashing

Arctic Passage The mountaineer ignores difficult terrain caused by ice or snow.

Team Awareness ◆ **Requirements** A creature is undetected by one or more of the mountaineer's allies but is observed by the mountaineer; **Effect** The mountaineer Points Out an enemy and makes a Strike against them.

Chasm Crossing ◆◆ The mountaineer Strides twice and Leaps up to 20 feet horizontally.

Quick Draw ◆ The mountaineer Interacts to draw their hatchet or pick, then Strikes with the weapon.

Tomb Raider

Great treasure awaits those willing to explore the hazardous depths of ancient tombs and forgotten dungeons. Some tomb raiders seek the riches of bygone eras; others recover pieces of history thought lost to the sands of time.

TOMB RAIDER CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Acrobatics +13, Architecture Lore +11, Athletics +13, Deception +7, Engineering Lore +11, Society +9, Stealth +11, Thievery +13

Str +3, **Dex** +4, **Con** +1, **Int** +2, **Wis** +2, **Cha** +0

Items climbing kit, hand crossbow (20 bolts), kukri

Hazard Spotter Even if the tomb raider isn't Searching, they get a check to find traps that normally require them to be Searching.

AC 21; **Fort** +10, **Ref** +15, **Will** +11

HP 75

Speed 25 feet, climb 15 feet

Melee ◆ kukri +15 (agile, trip), **Damage** 1d6+9 slashing

Melee ◆ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ◆ hand crossbow +15 (range increment 60 feet, reload 1), **Damage** 1d6+6 piercing

Trick Attack ◆ The tomb raider chooses one of their weapons. The next attack with that weapon this turn deals an additional 2d6 precision damage. In addition, the tomb raider can Interact to draw or reload the weapon.

Gamekeeper

Gamekeepers know every beast that walks, slithers, flies, or swims in their territory and where to find them; try to keep up with the pack if you think you can. The land has chosen these people as guardians, giving them mysterious powers while in their territory. They are prepared to keep balance.

GAMEKEEPER CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Athletics +13, Diplomacy +11, Hunting Lore +11, Intimidation +13, Nature +15, Survival +15

Str +3, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

Items animal treats, *+1 arbalest* (40 bolts), club

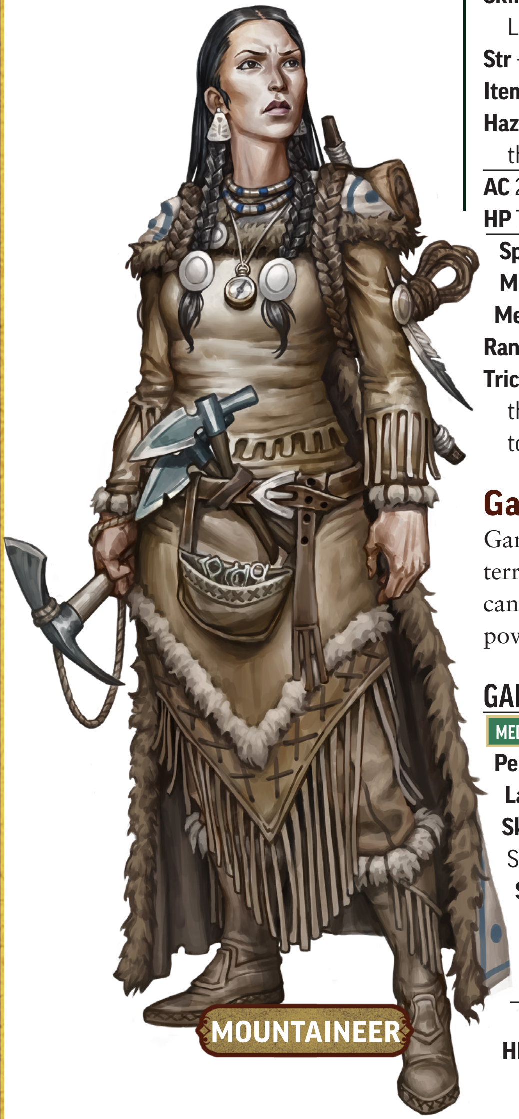
Move It! The gamekeeper can Hustle for 30 minutes longer and is not affected by difficult terrain while in their territory.

AC 23; **Fort** +17, **Ref** +13, **Will** +12

HP 95

TIPS FROM THE GUIDE

For the Follow the Expert exploration activity, an explorer is considered an expert from levels 1–6, a master from levels 7–14, and legendary from levels 15 or higher. You might allow PCs who Follow the Expert when led by an explorer to continue to add their level to the skill check for some time afterward: 1 hour if the explorer is an expert, 1 day for master, or 1 week for legendary. A character can have this benefit for only one skill at a time.



MOUNTAINEER

Sic 'Em! ↺ **Trigger** (auditory, emotion, mental) An animal within 60 feet of the gamekeeper is killed; **Effect** The gamekeeper stokes the ire of the wild. Until the end of the gamekeeper's next turn, they and all animals in a 60-foot emanation gain a +1 status bonus to attack rolls and a +2 status bonus to damage rolls.

Keeper's Revenge (curse, primal) When the gamekeeper dies, all creatures in a 60-foot emanation that have damaged the gamekeeper in the last minute must succeed a DC 24 Will saving throw or be cursed. All animals the cursed creature encounters have an initial attitude toward them that is one step worse. This curse can be removed only by an effect that specifically targets curses.

Speed 25 feet

Melee ◆ club +15, **Damage** 1d6+9 bludgeoning

Melee ◆ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ◆ *arbalest* +17 (backstabber 1, magical, range increment 110 feet, reload 1), **Damage** 1d10+6 piercing

Leader of the Pack The gamekeeper depends on a small pack of dogs or other pack animals suitable for the environment to patrol their area. Creatures that are adjacent to a hostile animal are considered off-guard to the gamekeeper.

Hunter

As is reflected in the many depictions of the elk-headed Erastil, god of the hunt, the hunter is very much a creature of the forest, known by the forest and familiar with every aspect of it. After all, the final determination of who is the hunter and who is prey often depends on who can make an ally of the terrain.

HUNTER CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +17

Languages Common

Skills Forest Lore +13, Medicine +15, Nature +17, Stealth +17, Survival +17

Str +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +4, **Cha** +0

Items *+1 composite longbow*, dagger, leather armor, shortsword

Expert Subsistence As forager (page 52), but the hunter feeds 16 additional creatures, or 32 on a critical success.

Forest Walker The hunter ignores the effects of difficult terrain in a forest environment.

AC 25; **Fort** +12, **Ref** +17, **Will** +15

HP 115

Speed 25 feet

Melee ◆ dagger +17 (agile, finesse, versatile S), **Damage** 1d4+10 piercing

Melee ◆ shortsword +17 (agile, finesse, versatile S), **Damage** 1d6+10 piercing

Melee ◆ fist +17 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ◆ *composite longbow* +18 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

On the Hunt ◆ (concentrate) As poacher (page 53), but 1d8 precision damage.

Woolly Wrangler

When a giant, dangerous animal is found, there's always someone who tries to pet it. A woolly wrangler is usually accompanied by an elephant or mammoth (*Monster Core* 150). They can Command this Animal without needing to succeed at a Nature check.

WOOLLY WRANGLER CREATURE 8

MEDIUM HUMAN HUMANOID

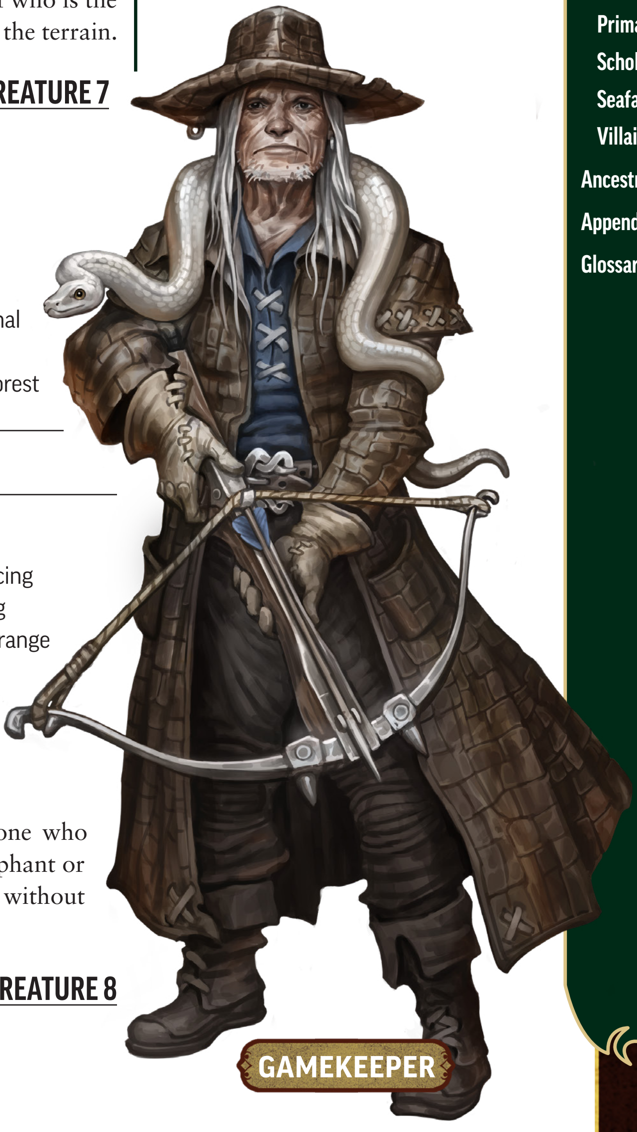
Perception +16

Languages Common

KNOWLEDGE EXPLORATION

While Survival and Nature are crucial skills for any explorer, various Lore skills can also prove useful for any NPC adventuring in the wilderness and can be easily swapped to make the skill set more applicable.

- Architecture Lore
- Engineering Lore
- Fishing Lore
- Herbalism Lore
- Hunting Lore
- Mining Lore
- Sailing Lore
- Scouting Lore



GAMEKEEPER

MACHETE

The expedition leader carries a machete, a common martial weapon in the sword group with a Price of 7 sp. A machete deals 1d6 slashing damage and has light Bulk. It requires one hand to use and has the deadly d8 and sweep weapon traits.

Skills Athletics +14, Intimidation +14, Mountain Lore +18, Nature +16, Survival +18

Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +2, **Cha** +2

Items animal treats, *+1 striking greatclub*, leather armor, whip

In Balance Whenever the woolly wrangler rolls a success on a Recall Knowledge check using Nature or Mountain Lore, they get a critical success instead.

AC 26; **Fort** +19, **Ref** +12, **Will** +16

HP 125; **Resistances** cold 10

Uneven Footing (aura) 10 feet. While the woolly wrangler is mounted on a Huge or Gargantuan creature, the ground near the mount shakes and buckles. Squares in the aura are difficult terrain for Medium or smaller creatures.

Reactive Strike ⤾ (page 231)

Speed 25 feet

Melee ◆ *greatclub* +20 (backswing, magical, shove), **Damage** 2d10+12 bludgeoning

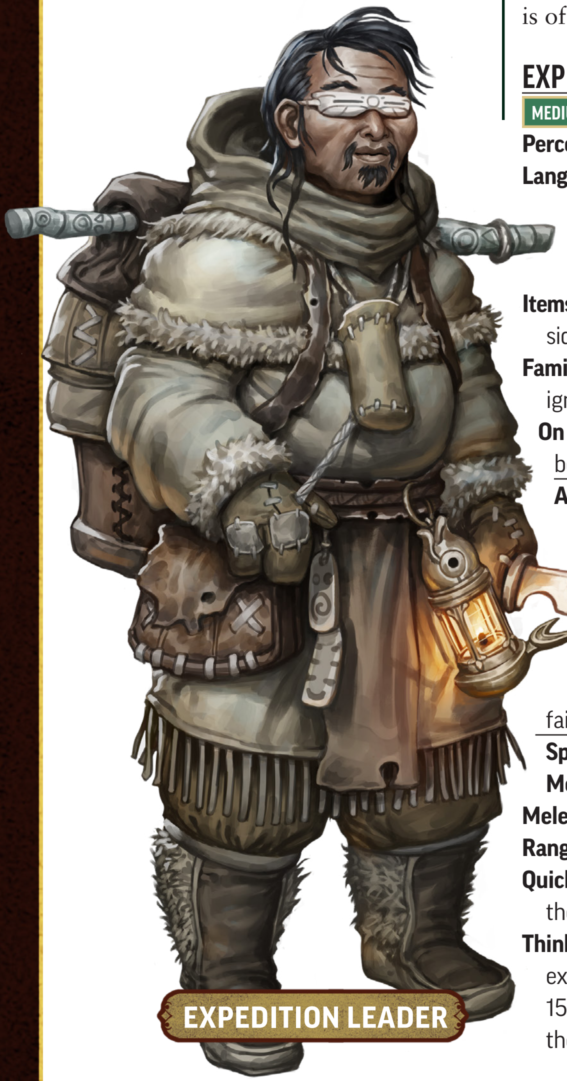
Melee ◆ whip +19 (disarm, nonlethal, reach, trip), **Damage** 1d4+12 slashing

Melee ◆ fist +19 (agile, nonlethal, unarmed), **Damage** 1d4+12 bludgeoning

Wrangling Whip ◆◆ The woolly wrangler makes a whip Strike. On a hit, the woolly wrangler can either knock the target prone or pull it up to 5 feet. If the creature ends this movement adjacent to the wrangler's mount, the mount can make a melee unarmed Strike against the creature as a free action.

Expedition Leader

Full-scale expeditions require a central leader. Expedition leaders tend to have level heads in dangerous situations and can make decisions quickly when time is of the essence.



EXPEDITION LEADER — CREATURE 9

MEDIUM | HUMAN | HUMANOID

Perception +21

Languages Common, Erutaki, Skald, Tien, Varki

Skills Acrobatics +20, Athletics +20, Diplomacy +18, Nature +19, Scouting Lore +21, Survival +18

Str +4, **Dex** +2, **Con** +4, **Int** +2, **Wis** +3, **Cha** +0

Items compass, four-person tent, *+1 hide armor*, hooded lantern, *+1 striking machete* (see sidebar), repair toolkit, shortbow (20 arrows), spyglass, sun goggles, survey map

Familiarity with the Land The expedition leader isn't affected by severe weather and ignores difficult terrain.

On Guard When the expedition leader Scouts, they grant their party a +2 circumstance bonus to their initiative rolls.

AC 27; **Fort** +21, **Ref** +18, **Will** +15

HP 160

Reactive Strike ⤾ (page 231)

Memories of Expeditions Past ⤾ **Frequency** once per day; **Trigger** The expedition leader fails a Survival check; **Effect** The expedition leader rethinks their choices based on prior experience. The degree of success increases by one step, from critical failure to failure or from failure to success.

Speed 25 feet

Melee ◆ *machete* +21 (deadly d8, magical, sweep), **Damage** 2d6+10 slashing

Melee ◆ fist +20 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ◆ shortbow +19 (deadly d10, range increment 60 feet), **Damage** 1d6+6 piercing

Quick Draw ◆ The expedition leader Interacts to take out their machete or shortbow, then Strikes with the weapon.

Think Fast! ◆ **Requirements** The expedition leader has a hand free; **Effect** The expedition leader scoops up a handful of rubble and throws it. Each creature in a 15-foot cone must succeed at a DC 27 Reflex save or be dazzled and off-guard until the start of the expedition leader's next turn.

Natural Features and Hazards

While trekking through the wilderness, explorers come across all manner of natural features. Some are hazardous, while others simply evoke awe and wonder. More information about environments and the dangers they hold can be found starting on page 90 of *GM Core*.

Terrain	Features	Hazards
Aquatic	Coral reef, kelp forest, schools of colorful fish	Pressure, seabed silt, strong current, toxic algal bloom
Arctic	Aurora borealis, boreal forest, frozen lake, striated glacier	Hidden crevasse, icy cliff face, unceasing blizzard
Desert	Forest of cacti, lush oasis, stone arch formed by erosion	Giant nest of insects or snakes, mirage of a place of safety, sudden sandstorm
Forest	Clearing of rare flowers, overgrown ruin, petrified trees, shadowy canopy	Concealed cliff edge, dangerous animal lair, forest fire, thorny undergrowth
Mountain	Natural cave entrance, secluded valley, snow-capped peak	Avalanche, deep chasm, steep slope
Plains	Fertile soil, sea of grass, wildflower meadow	Animal stampede, sudden flooding, tornado, wildfire
Swamp	Isolated pools of water, enormous plants, peatland	Deep water, quicksand, toxic swamp gas
Underground	Crystal field, phosphorescent plant life, subterranean waterway	Cave-in, dead-end tunnel, poisonous moss carpet

Exploration Equipment

Explorers customize their equipment according to the terrain they're traversing, though some standard items can be found among all explorer packs. The descriptions below summarize what the items do; refer to *Player Core* or the listed source for details.

Generic Equipment

- A **lensatic compass** grants a +1 item bonus to Sense Direction.
- A lit **bull's-eye lantern** emits bright light in a 60-foot cone.
- A **matchstick** (*Pathfinder GM Core* 251) creates flame when struck against a rough surface.
- A lit **torch** sheds bright light in a 20-foot radius.

Aquatic Equipment

- An **air bladder** (*Pathfinder Lost Omens Grand Bazaar* 92) holds enough air to breathe for 1 round.
- A **depth gauge**^{U} (*Pathfinder Society Guide* 114) is a tool that measures the depth of a body of water.
- **Swim fins** (*Pathfinder Lost Omens World Guide* 69) allow for easier swimming, granting a +5-foot item bonus when Swimming with Athletics checks.

Mountain Equipment

- An **extreme climbing kit** grants a +1 item bonus to Climb.
- A **rappelling kit**^{U} (*Pathfinder Lost Omens Firebrands* 82) allows a user to move twice as fast when Climbing down, based on an Athletics check.

Arctic/Desert Equipment

- **Snowshoes** (*Pathfinder Society Guide* 115) allow the wearer to ignore the effects of non-magical difficult terrain caused by snow.
- **Sun goggles** (see below) help the wearer's eyes to adjust to the brightness of reflected sunlight, granting a +1 item bonus to saving throws against the dazzled condition.
- A full **waterskin** contains 1 day's worth of water for a Small or Medium creature.

SUN GOGGLES — ITEM 3

Price 20 gp
Usage worn eyepiece; **Bulk** –

These goggles are usually fitted with a polished piece of yellow-toned crystal, allowing the wearer some protection against the brightness of the sun. Near the Crown of the World, a version of these goggles exists where the crystal is replaced by thin slits, mitigating the effects of the sun's reflection on snow. When wearing these goggles, you gain a +1 item bonus to saving throws against effects that could inflict the dazzled condition.

MAP PRICES

Map Type	Map Description	Price
Geographical map	A map of geographical features of an area.	20 gp
Geologic map	A map of a selection of geological features.	25 gp
Local map	A map of a local township or city.	10 gp
Nautical chart	A map of an ocean or sea.	25 gp
Pictorial map	An artistic territory map.	50 gp
Political map	A map of the political borders of a nation.	20 gp
Treasure map	A map leading to a specific treasure.	200 gp
Weather map	A map tracking weather patterns.	50 gp

ALCHEMICAL REPUTATION

Earning the trust of their clients is often the most difficult part of any well-meaning alchemist's trade. Elixirs often have a stigma against them due to the wide and potentially dubious nature of alchemical concoctions. Medicinally inclined alchemists often build favorable local reputations, potentially drawing the attention of employers in the nearby governance. This can range from jobs as simple as preparing daily elixirs for the town guards to assisting local freelance adventurers.

HEALER

The world is a dangerous place. Thankfully, there are those who devote their lives to easing the pain and suffering of others.

Apothecary

The apothecary skillfully combines materials into unguents and medicines using crushed herbs, curative minerals, and potent extracts.

APOTHECARY CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Crafting +5 (+8 for alchemy and medication), Medicine +10, Nature +8

Str +0, **Dex** +1, **Con** +1, **Int** +3, **Wis** +3, **Cha** +1

Items lesser acid flask (2), dagger, minor elixir of life (2), healer's toolkit, leather apron (functions as padded armor), mortar and pestle

Medical Specialist For encounters involving making medicine or alchemical contests, the apothecary is a 3rd-level challenge.

Medical Wisdom The apothecary can identify the effect of any alchemical composition or medical ingredient using only their senses. This typically takes 1 minute.

AC 14; **Fort** +8, **Ref** +3, **Will** +5; +1 circumstance to all saves vs. poisons

HP 8; **Resistances** poison 2

Speed 25 feet

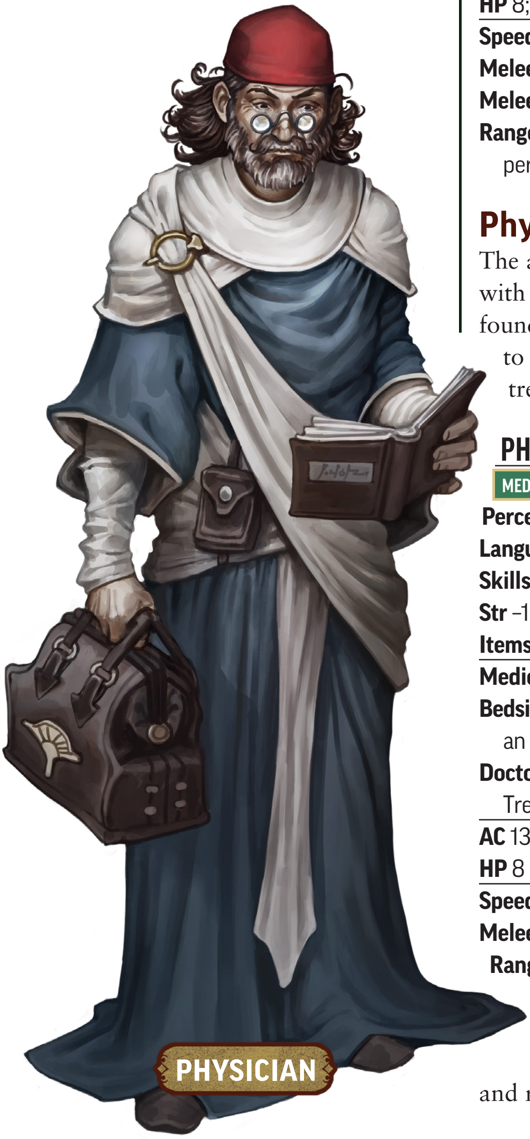
Melee ◆ stone pestle +4, **Damage** 1d6 bludgeoning

Melee ◆ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ◆ acid flask +5 (range increment 20 feet, splash), **Damage** 1 acid plus 1d6 persistent acid and 1 splash acid

Physician

The art of medicine is a blend of the intellectual and the practical, concerned with how diseases work and how to prevent them. The physician can be found consulting well-thumbed tomes while meticulously examining patients to better understand their condition, before determining the most effective treatment.



PHYSICIAN

PHYSICIAN CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +6 (+8 to notice ailments)

Languages Common

Skills Diplomacy +6, Medicine +12, Society +5

Str –1, **Dex** +1, **Con** +1, **Int** +4, **Wis** +2, **Cha** +2

Items minor elixir of life (2), healer's toolkit, medical textbook

---

Medical Specialist For medical matters, the physician is a 4th-level challenge.

Bedside Manner A physician has a +4 circumstance bonus to Diplomacy checks to Make an Impression on or make a Request of a diseased, poisoned, or wounded creature.

Doctor's Hand When the physician rolls a critical failure on a check to Treat Disease, Treat Poison, or Treat Wounds, they get a failure instead.

AC 13; **Fort** +9, **Ref** +3, **Will** +8

HP 8

Speed 25 feet

Melee ◆ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4–1 bludgeoning

Ranged ◆ medical textbook +5 (nonlethal, thrown 10 feet), **Damage** 1d4–1 bludgeoning

Local Herbalist

Local herbalists use their understanding of the natural world to heal and restore balance. Most join a secret lodge that teaches these ancient arts.

LOCAL HERBALIST CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Crafting +6 (+7 for items with the healing trait), Diplomacy +4, Nature +7, Survival +7

Str +3, **Dex** +0, **Con** +1, **Int** +1, **Wis** +4, **Cha** +0

Items cooking pot, medicine bag (functions as a healer's toolkit), staff

Herbalism Specialist For encounters involving collecting herbs or making medicine from them, the local herbalist is a 3rd-level challenge.

Natural Medicine The herbalist can use Nature instead of Medicine to Treat Wounds or Administer First Aid, and gains a +3 circumstance bonus to the check if they're in the wilderness with access to fresh herbal ingredients.

AC 13; **Fort** +8, **Ref** +5, **Will** +9

HP 24

Saving Touch ⤾ **Frequency** once per 10 minutes; **Trigger** An ally close enough for the herbalist to reach with a Stride is reduced to 0 Hit Points; **Effect** The herbalist Strides until adjacent to the ally and Administers First Aid to that ally.

Speed 25 feet

Melee ◆ staff +5 (two-hand d8), **Damage** 1d4+2 bludgeoning

Melee ◆ fist +5 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ fungal spores +7 (fungus, poison, range increment 10 feet), **Damage** 1d4 poison plus 1d4 persistent poison

Prompt Poultice ◆ (manipulate) **Frequency** once per day; **Effect** The local herbalist quickly mixes together a potent healing salve with the most precious ingredients from their medicine bag. They create a temporary lesser elixir of life. This elixir remains potent for 1 round before becoming sour and useless.

HUNTING FOR HEALING

Healers who don't use magic are always on the hunt for ingredients. NPCs like the apothecary, local herbalist, and tonic merchant might hire PCs to collect rare ingredients they've heard contain latent alchemical properties. Such a quest could involve traveling to an inhospitable area to collect plants, fungi, or minerals. Or it might require tracking down and slaying or capturing a creature with organs that produce ingredients useful in healing.

Surgeon

The surgeon specializes in the physical alteration of the body to prevent the spread of disease, removing necrotic and decaying flesh to help the whole to survive. Few healers know the science of anatomy and physiology better.

SURGEON CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Crafting +10, Diplomacy +8, Medicine +16

Str +1, **Dex** +3, **Con** +1, **Int** +2, **Wis** +4, **Cha** +0

Items bonesaw (functions as a temple sword), healer's toolkit, scalpel (3, functions as a dagger)

Medical Specialist In medical matters, a surgeon is a 6th-level challenge.

Doctor's Hand As physician (page 60).

AC 17; **Fort** +7, **Ref** +7, **Will** +10

HP 30

Speed 25 feet

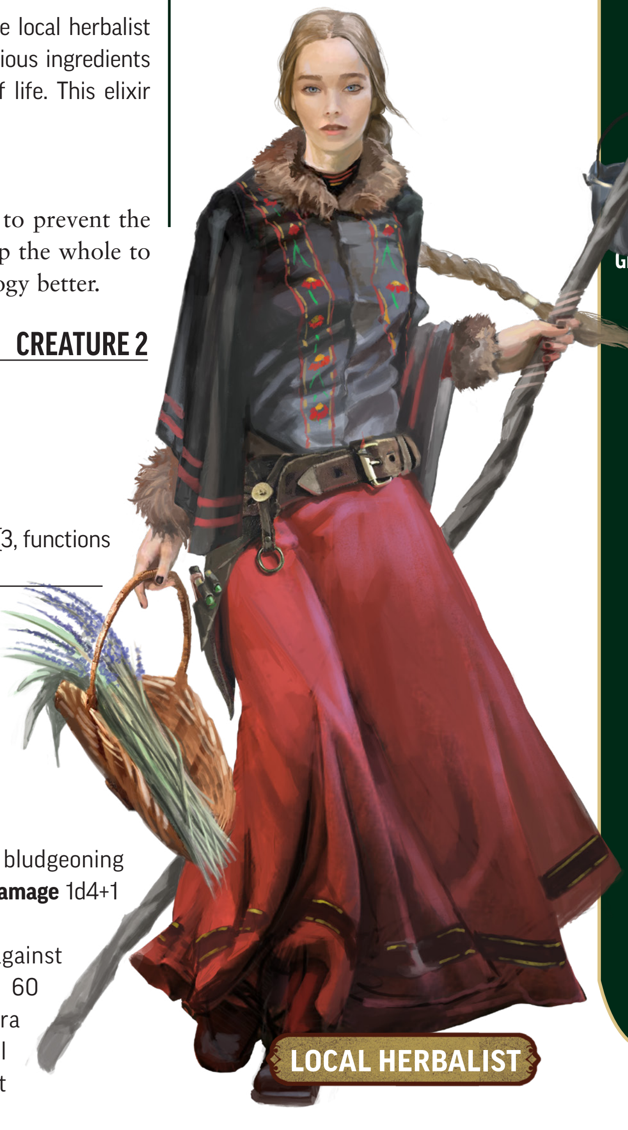
Melee ◆ bonesaw +9 (trip), **Damage** 1d8+1 slashing

Melee ◆ scalpel +11 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

Melee ◆ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ◆ scalpel +11 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

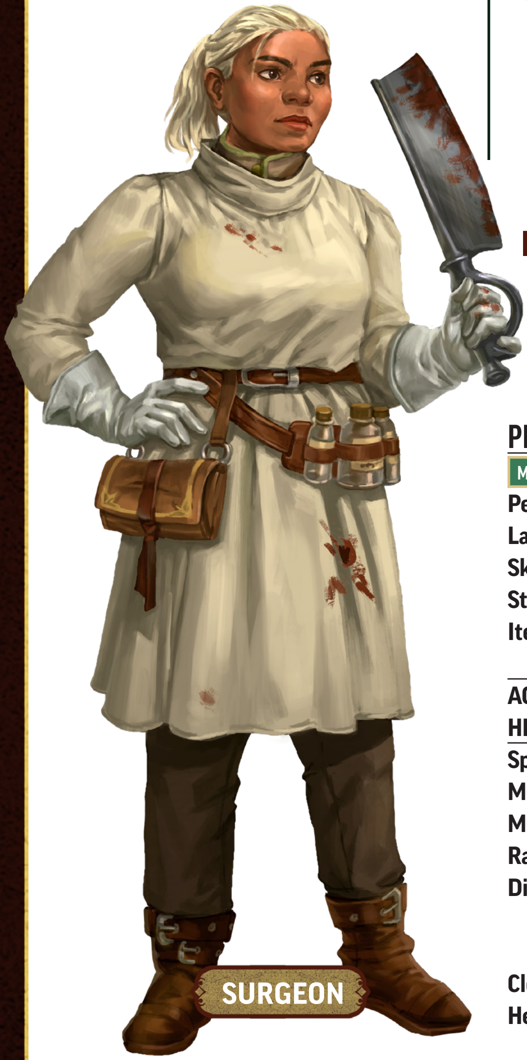
Medical Malpractice ◆ The surgeon attempts a Medicine check against the Fortitude DC of one living creature they can see within 60 feet. On a success, the surgeon's melee Strikes deal an extra 1d6 precision damage against that creature (2d6 on a critical success) until 1 minute passes or the surgeon critically hits that



LOCAL HERBALIST

REINCARNATION TRANSITIONS

In cases of death from communal enacted injustice, *reincarnate* (*Player Core 2* 269) can give the perished a renewed chance at life, free from the weight of their past and the trappings of their old society. The humanitarian hermit acts as a caretaker during this transition, helping the individual reach out to old friends for emotional healing and closure. If the hermit believes them to be a good candidate, they may help the reincarnated find a new life within their druidic order.



creature, whichever comes first. Using this action again ends any previous one. A surgeon can target an individual creature no more than once per day with this ability.

Tonic Merchant

This alchemist sells healing potables, but might offer their services without a fee to those truly in need.

TONIC MERCHANT CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Crafting +11, Diplomacy +9, Medicine +10, Mercantile Lore +9, Society +9

Str +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +1, **Cha** +2

Items moderate acid flask (×8), alchemist's toolkit, dagger, formula book, healer's toolkit

---

AC 17; **Fort** +10, **Ref** +9, **Will** +8

HP 50

Speed 25 feet

Melee ◆ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

Melee ◆ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ acid flask +10 (splash, thrown 30 feet), **Damage** 2d6 persistent acid damage plus 2 acid splash damage

Ranged ◆ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Healing Bomb ◆◆ (manipulate) The tonic merchant quickly crafts a lesser antidote, lesser antiplague, or minor elixir of life and lobs it at a willing or unconscious ally within 30 feet. The elixir affects the ally as though they imbibed it.

The tonic merchant can use the rarest materials in their toolkit to improve the item to a moderate antidote, moderate antiplague, or lesser elixir of life. Afterward, they must spend 10 minutes gathering new ingredients before they can do so again.

Plague Doctor

These healers, often seen wearing distinctive masks and burning powders to defend against airborne plagues, are as much feared as they are respected. To see a plague doctor signals that disease has infested the land—and that it might have already taken hold.

PLAGUE DOCTOR CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Intimidation +9, Medicine +13, Plague Lore +13, Religion +13

Str +0, **Dex** +1, **Con** +4, **Int** +2, **Wis** +4, **Cha** +2

Items crossbow (10 bolts), healer's toolkit, *minor potion of healing* (4), staff, studded leather

---

AC 20; **Fort** +13, **Ref** +8, **Will** +13; +2 circumstance to all saves vs. disease

HP 70

Speed 25 feet

Melee ◆ staff +9 (two-hand d8), **Damage** 1d4 bludgeoning

Melee ◆ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ◆ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Divine Prepared Spells DC 23; **3rd** *cleanse affliction* (×2), *heal* (×3); **2nd** *clear mind* (×2), *peaceful rest*; **1st** *detect poison*, *cleanse cuisine* (×2); **Cantrips (3rd)** *guidance*, *light*, *message*, *sigil*, *stabilize*

Cleric Domain Spells 1 Focus Point, DC 23; **3rd** *healer's blessing* (*Player Core* 375)

Healing Hands When the plague doctor casts *heal*, they roll d10s instead of d8s.

Improved Communal Healing When the plague doctor casts *heal* targeting a single creature, the plague doctor also restores Hit Points equal to the spell's level to themself or any other creature within range of the spell.

Therapeutic Healer

Some healers feel great empathy for their charges and take great pains to help shoulder their allies' burdens both in and out of combat.

THERAPEUTIC HEALER CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +14 (+16 to Sense Motive)

Languages Common, two additional humanoid languages

Skills Diplomacy +17, Medicine +17, Occultism +16, Performance +15, Society +14

Str +2, **Dex** +1, **Con** +0, **Int** +3, **Wis** +3, **Cha** +4

Items chain shirt, expanded healer's toolkit, staff

Doctor's Hand As physician (page 60).

AC 24; **Fort** +15, **Ref** +12, **Will** +18; **Resistances** mental 5

HP 110

Speed 25 feet

Melee ◆ staff +13 (two-handed d8), **Damage** 1d8+6 bludgeoning

Melee ◆ fist +13 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Occult Spontaneous Spells DC 25, attack +17; **4th** (3 slots) *cleanse affliction*, *clear mind*, *soothe*; **3rd** (3 slots) *clear mind, soothe*, *veil of privacy*; **2nd** (3 slots) *soothe, status*, *translate*; **1st** (3 slots) *protection, sanctuary*, *soothe*; **Cantrips (4th)** *guidance*, *shield*, *message*, *prestidigitation*, *telekinetic projectile*

Bard Composition Spells 2 Focus Points, DC 25; **4th** *hymn of healing* (*Player Core* 370)

Emotionally Invested (emotion, healing, mental) When the therapeutic healer casts a spell with the healing trait on a creature other than themself, the healer regains HP equal to the spell's rank.

Therapeutic Care When Treating Wounds, the therapeutic healer can treat up to four targets. If they succeed at a DC 20 check to Treat Wounds, they can also reduce the value of one clumsy, enfeebled, or stupefied condition affecting a single patient by 1. They can reduce a drained or doomed condition instead if they succeed at a DC 30 check. This can't reduce permanent doomed conditions.

Humanitarian Hermit

Some druids look after those forgotten by society and thrive at the borders of civilization.

HUMANITARIAN HERMIT CREATURE 9

MEDIUM HUMAN HUMANOID

Perception +17

Languages Common, Fey, Wildsong

Skills Athletics +19 (+20 using their staff), Diplomacy +14, Medicine +21, Nature +19, Society +14, Survival +17

Str +4, **Dex** +1, **Con** +3, **Int** +1, **Wis** +4, **Cha** +1

Items hide armor, expanded healer's toolkit, primal symbol, *+1 striking staff of healing*

Plant Empathy The humanitarian hermit can ask questions of, receive answers from, and use the Diplomacy skill with plants and fungus.

AC 26; **Fort** +18, **Ref** +16, **Will** +19

HP 150

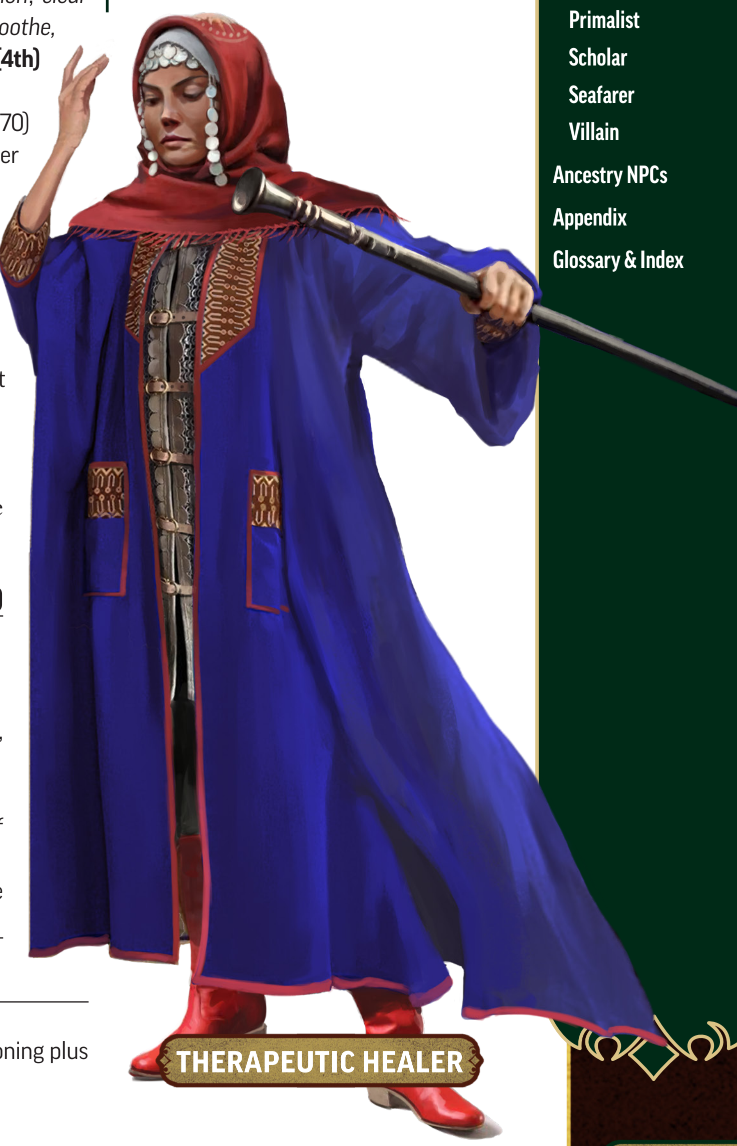
Speed 25 feet

Melee ◆ *staff* +20 (parry, reach, trip, two-hand d8), **Damage** 2d4+10 bludgeoning plus 2d8 vitality

MEDICAL SERVICE PRICES

The physician and surgeon are masters of Medicine; the apothecary and plague doctor are experts. Plague doctors charge five times this rate, and surgeons 10 times.

Identify Affliction:	1 sp
Treat Wounds:	2 sp
Treat Disease:	1 gp
First Aid or Treating a Poison:	1 sp



THERAPEUTIC HEALER

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AILMENTS

Common diseases appear on page 88 of *GM Core*. These can be treated by most healers, though they may have longer-term physiological impacts. For unusual conditions, like bogwid fever or zombie rot, you might impose penalties on a normal healer attempting to remedy them.

Melee ◆ fist +19 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Primal Prepared Spells DC 27, attack +19; **5th** *heal* (×4), *vital beacon*; **4th** *cleanse affliction* (×2), *mountain resilience*; **3rd** *earthbind*, *haste*, *safe passage*; **2nd** *create food*, *environmental endurance*, *peaceful rest*; **1st** *cleanse cuisine*, *create water*, *vanishing tracks*; **Cantrips (5th)** *electric arc*, *light*, *know the way*, *stabilize*, *vitality lash*

Rituals DC 27; *reincarnate*$^{\text{PC2}}$

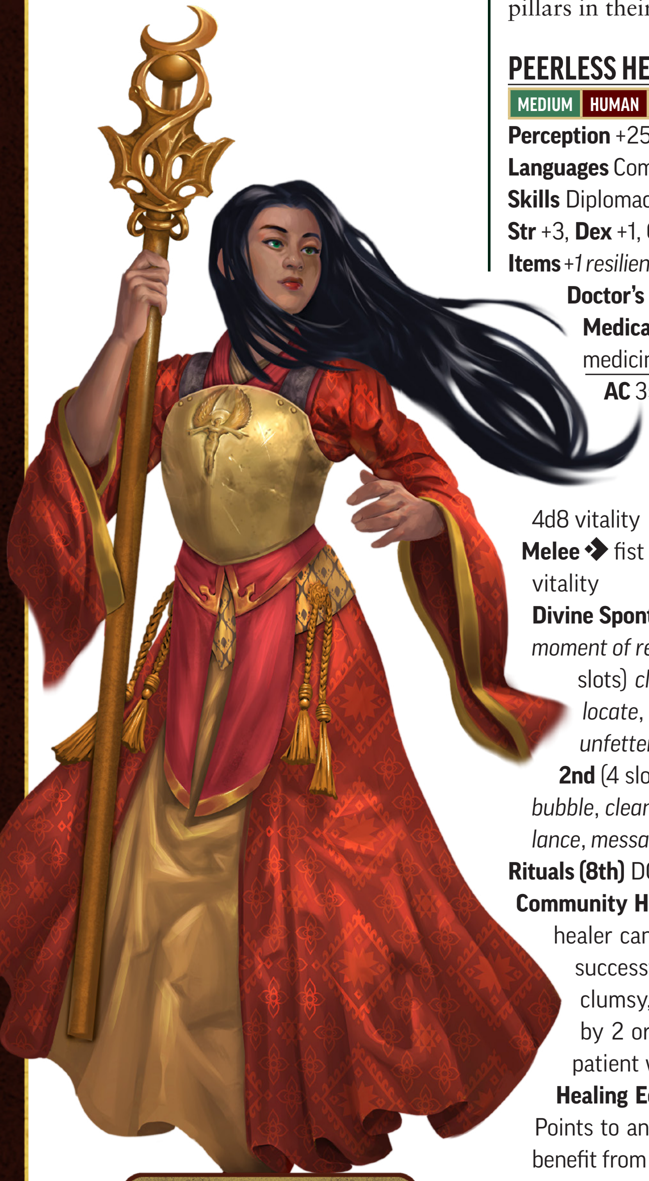
Cleansing Earth ◆◆◆ (plant, primal) **Frequency** once per hour; **Effect** The humanitarian blesses the land and their allies. In a 30-foot emanation, plants grow and become difficult terrain. Additionally, all allies in the emanation gain 20 temporary Hit Points and can ignore the difficult terrain. These effects last for 1 minute.

Primal Staff A staff wielded by the humanitarian hermit gains the parry, reach, and trip traits, and Strikes with it deal an additional 2d8 vitality damage.

Steady Spellcasting If a reaction would disrupt the humanitarian hermit's spellcasting action, the hermit attempts a DC 15 flat check. On a success, the action isn't disrupted.

Peerless Healer

Peerless healers are legendary, blending divine and natural medicine. Often pillars in their respective communities, they see to the health of the populace.



PEERLESS HEALER

PEERLESS HEALER CREATURE 15

MEDIUM HUMAN HUMANOID

Perception +25

Languages Common, Empyreal

Skills Diplomacy +26, Medicine +33, Nature +27, Religion +25, Society +23

Str +3, **Dex** +1, **Con** +3, **Int** +2, **Wis** +4, **Cha** +5

Items *+1 resilient breastplate*, expanded healer's toolkit, *+1 striking greater staff of healing*

Doctor's Hand As physician (page 60).

Medical Specialist The peerless healer is a 17th-level challenge for contests of medicine.

AC 35; **Fort** +26, **Ref** +24, **Will** +27; +2 status vs. poison and disease

HP 200; **Resistances** poison 15

Speed 25 feet

Melee ◆ *staff* +25 (two-handed d8), **Damage** 2d4+9 bludgeoning plus 4d8 vitality

Melee ◆ fist +24 (agile, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning plus 4d8 vitality

Divine Spontaneous Spells DC 37, attack +29; **8th** (3 slots) *cleanse affliction*, *heal*, *moment of renewal*; **7th** (4 slots) *breath of life*, *heal*, *regenerate*, *vital beacon*; **6th** (4 slots) *clear mind*, *field of life*, *sound body*, *sure footing*; **5th** (4 slots) *creation*, *locate*, *sending*, *truespeech*; **4th** (4 slots) *fly*, *talking corpse*, *resist energy*, *unfettered movement*; **3rd** (4 slots) *heroism*, *locate*, *ring of truth*, *safe passage*; **2nd** (4 slots) *everlight*, *revealing light*, *share life*, *water breathing*; **1st** (4 slots) *air bubble*, *cleanse cuisine*, *create water*, *sanctuary*; **Cantrips (5th)** *detect magic*, *divine lance*, *message*, *shield*, *stabilize*

Rituals (8th) DC 37; *resurrect*

Community Healer When Treating Disease or Treating Wounds, the humanitarian healer can treat up to eight targets. In addition, each time the peerless healer successfully Treats Wounds, they can also either reduce the value of one clumsy, enfeebled, drained, or stupefied condition affecting a single patient by 2 or cast a 7th-rank *clear mind*, *sound body*, or *sure footing* spell on one patient without expending a spell slot.

Healing Echo ◇ (manipulate, vitality) **Trigger** The peerless healer restores Hit Points to an ally using *heal*; **Effect** One willing creature within 30 feet who didn't benefit from the triggering spell regains Hit Points equal to half the healing granted. The peerless healer can't use Healing Echo again for 1d4 rounds.

Healing Hands When the peerless healer casts *heal*, they roll d10s instead of d8s.

Personal Touches

Many healers leave personal calling cards behind in their work, such as the following. These small things add a memorable personal touch to what is often an ephemerally quick act of curing a patient.

d6	Calling Card
1–2	Candy after treatment for well-behaved patients
3	Divine scripture written on bandages in herb-infused inks
4	Dried flowers with antibacterial properties tucked into a patient's dressings
5	Poultices with a peculiar fragrance or tingling sensation on the skin
6	Woven bark from medicinal trees used instead of cloth bandages

A Glimpse Beyond Death

The death of a character may seem like an abrupt end, but conventional death merely brings the soul forward on the next step of its journey. When a PC dies, even if brought back moments later, they might experience a flash of the cycle that comes after death. This can also be a good way of keeping a player engaged until their character is revived. You can choose from the table, roll, or invent your own!

d6	Death Vision
1	**A Distant Shore:** Upon your arrival in the Boneyard, a drab, masked hummingbird leads you to a bench overlooking an eternally spanning abyss, awkwardly trying to explain that you don't need to worry about anything afterlife-related because your associates will be reviving you momentarily.
2	**Mortal Witness:** You are ushered down ancient stone streets by a masked raven, leading you to testify in one of the Boneyard's multitudinous courts against someone from your recent past. Did you testify against a foe you knew and dispatched recently? Or did you run into an old acquaintance or rival you needed to defend?
3	**Ominous Moon:** You have memories of a massive moon floating above you. Is it… watching you? Its pocked surface is that of a humanoid skull, grinning patiently down at you, drawing slowly closer.
4	**Post-Mortem:** An extraplanar judge compares your most recent life choices to older ones, noting how much you've changed or stayed the course. They ask what key choices defined your life, and which you regretted the most.
5	**Soul Battle:** A horrifying entity pulls you from an otherworldly river of transitory souls, preparing to feast upon your very existence when it's attacked by a host of masked, raven-like creatures. During the onslaught, the creature fumbles your soul back into the ephemeral river.
6	**Vanth's Vigil:** You remember being calmly observed by an orderly, scythe-wielding skeleton with black feathered wings and a raven's skull. It was a calming presence.

Therapy Animals

There are times where an animal companion or familiar is uniquely suited to treat lingering mental wounds in ways that even the most potent elixir can't achieve. Animals often provide strong mental and emotional support in a kind and nonjudgmental manner, and the use of *speak with animals* allows them to understand others better. Many animals are both supportive and dependent, helping build confidence in their caretakers over time. In a world full of wonder, learning to talk to a familiar may be someone's profound first step to learning the secrets of magic.

Healers often employ the use of an animal or leshy familiar to provide emotional support. Such familiars make best use of the Ambassador, Speech, and Touch Telepathy familiar abilities.

Trial and Error

Roughly four centuries ago, Sir Kenelm Digly invented *oil of sympathy*, a salve made to be anointed directly to the blade that had inflicted the wound instead of the wound itself. These salves were thought to invoke sympathetic magic within the weapon, causing the wounds it had inflicted to heal.

DIGLY'S OIL OF SYMPATHY — ITEM 1+

RARE CONSUMABLE HEALING MAGICAL OIL

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

This thick, red liquid has a pungent—but not unpleasant—smell. You pour the oil onto a weapon when activating it. If the weapon has damaged a creature within the last 10 minutes, the most recent creature damaged by the weapon regains the listed number of Hit Points. The creature is then temporarily immune to *Digly's oil of sympathy* for 10 minutes.

The magic relies on the malice behind the attack, so the weapon must have been used against an enemy of the attacker. In other words, someone can't voluntarily take damage from a friend's weapon, then heal from it—a fact that made it very difficult for Sir Kenelm Digly to test the oil during its development.

Type minor; **Level** 1; **Price** 4 gp
The oil restores 1d10 Hit Points.

Type lesser; **Level** 3; **Price** 12 gp
The oil restores 2d10+5 Hit Points.

Type moderate; **Level** 6; **Price** 50 gp
The oil restores 3d10+10 Hit Points.

Type greater; **Level** 12; **Price** 400 gp
The oil restores 6d10+20 Hit Points.

Type major; **Level** 18; **Price** 5,000 gp
The oil restores 8d10+30 Hit Points.

TAP LIST

Ale: Andoren beer, Boulderhead bock, Cheerful Delver stout, Liquid Ghosts, Luglurch ale, Thileu lager. **Cider and Mead:** Hardroot cider, Qadiran cider, Two Knight Brewery mead, Wineberry mead. **Wine:** Irrisen icewine, sarain, syrinelle, Whiterose Abbey wine. **Spirits:** Daggermark drip, dragon punch whiskey, Old Erebus, vjarik.

LABORER

Society is built upon the backs of laborers.

Commoner

Many commoners live hard lives of toil as they work to keep their families fed and housed in relative comfort.

COMMONER — CREATURE -1

MEDIUM **HUMAN** **HUMANOID**

Perception +3

Languages Common

Skills Athletics +5, Lore (any one related to their trade) +6, Society +2

Str +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

Items sickle

AC 13; **Fort** +6, **Ref** +3, **Will** +3

HP 10

Speed 25 feet

Melee ◆ sickle +5 (agile, trip), **Damage** 1d4+2 slashing

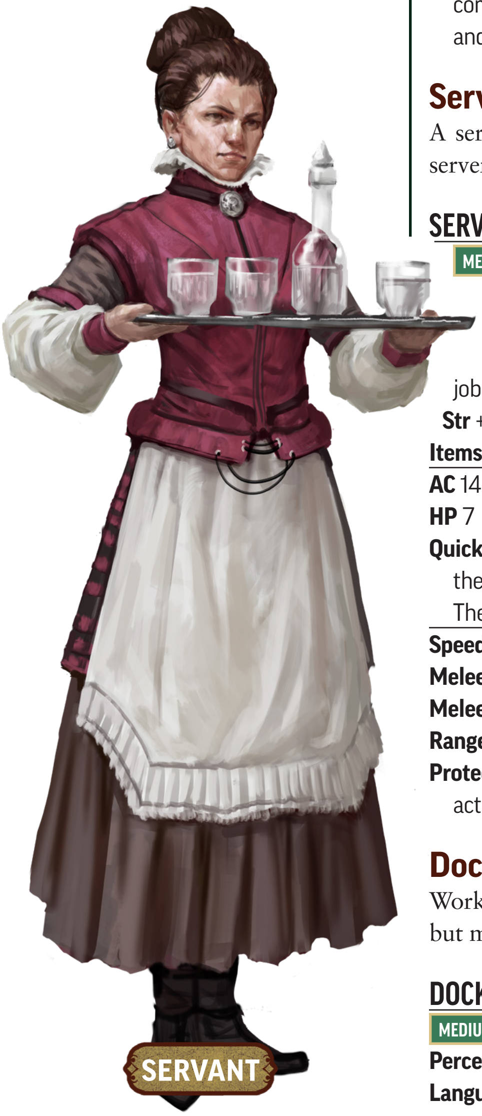
Melee ◆ fist +5 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ rock +3 (thrown 10 feet), **Damage** 1d4+2 bludgeoning

Power of the Mob When three or more commoners are adjacent to each other, each commoner gets a +1 circumstance bonus to Athletic checks to Shove, attack rolls, and damage rolls.

Servant

A servant might be a maid or butler, keeping a home in working order, or a server in an establishment like an inn, taking orders and serving customers.



SERVANT

SERVANT — CREATURE -1

MEDIUM **HUMAN** **HUMANOID**

Perception +7

Languages Common

Skills Acrobatics +5, Diplomacy +4, Lore (any one subcategory related to their job, such as Alcohol Lore, Baking Lore, or Household Lore) +6, Society +2

Str +1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2

Items cutlery (10), servant's uniform, serving platter (Hardness 3, HP 6, BT 3)

AC 14 (15 with platter raised); **Fort** +5, **Ref** +7, **Will** +3

HP 7

Quick Catch ⤾ **Trigger** An object the servant could hold in one hand is dropped within the servant's reach; **Requirements** The servant has at least one hand free; **Effect** The servant catches the dropped object before it hits the floor or leaves their reach.

Speed 25 feet

Melee ◆ cutlery +6 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

Melee ◆ fist +6 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ◆ cutlery +6 (agile, thrown 15 feet, versatile S), **Damage** 1d4+1 piercing

Protective Platter The servant can raise their serving platter using the Raise a Shield action. The platter has the same statistics as a buckler but requires a hand to hold.

Dockhand

Working to load and unload cargo from ships, dockhands are considered unruly, but many stay focused and work hard until the job is done.

DOCKHAND — CREATURE 0

MEDIUM **HUMAN** **HUMANOID**

Perception +3

Languages Common

Skills Acrobatics +3, Athletics +7, Intimidation +4, Labor Lore +4
Str +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0
Items empty bottle (3), whiskey (1 bottle), work clothes (functions as leather armor)

AC 14; **Fort** +7, **Ref** +5, **Will** +3
HP 20

Speed 25 feet
Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning
Ranged ◆ bottle +5 (agile, thrown 15 feet), **Damage** 1d4+3 bludgeoning
Heft Crate ◆◆ (manipulate) **Requirements** The dockhand is adjacent to a crate; **Effect** The dockhand picks up a crate and heaves it up to 15 feet. Upon landing, the crate breaks open in a 5-foot burst. Each creature in the area takes 2d6 bludgeoning damage with a DC 13 basic Reflex save, and the area is difficult terrain until cleared.
Swig ◆◆ (manipulate) The dockhand Interacts to either draw a bottle of alcohol or pick up a nearby unattended bottle of alcohol, then drinks the whole thing. For 1 minute, the dockhand gains a +2 item bonus to melee damage rolls and saving throws against fear but is off-guard.

Drover

Drovers specialize in moving herds of livestock over large distances.

DROVER CREATURE 0

MEDIUM HUMAN HUMANOID
Perception +5
Languages Common
Skills Athletics +7, Livestock Lore +6, Nature +5, Survival +5
Str +3, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0
Items lasso, overalls (function as leather armor), signal whistle, sling (20 bullets), whip
Whistling Drovers can whistle instead of speaking when communicating simple messages (such as "go left," "split the herd," and "danger ahead") to other drovers or when using the Command an Animal action on their herding dogs.

AC 15; **Fort** +6, **Ref** +6, **Will** +5
HP 18

Speed 25 feet
Melee ◆ whip +7 (disarm, nonlethal, reach, trip), **Damage** 1d4+3 slashing
Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning
Ranged ◆ sling +6 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 piercing
Hogtie ◆◆ **Requirements** A creature is grappled or restrained by the drover's lasso; **Effect** The drover can pull the grappled creature up to 20 feet. Then, if the creature is within reach, the drover hogties it, attempting to Grapple it again. On a success, the creature is restrained with the lasso, and the drover doesn't need to maintain the grapple. The hogtie lasts until the creature Escapes or the lasso is Forced Open. The drover can Interact to free a hogtied creature within reach.
Lasso ◆◆ The drover uses their lasso to Grapple a Large or smaller creature up to 20 feet away. They can continue to Grapple to keep their hold on the target so long as the target remains within 20 feet and they continue to hold the end of the lasso. In addition to the grabbed creature being able to Escape, a successful DC 16 Athletics check to Force Open can remove the lasso entirely.

Farmer

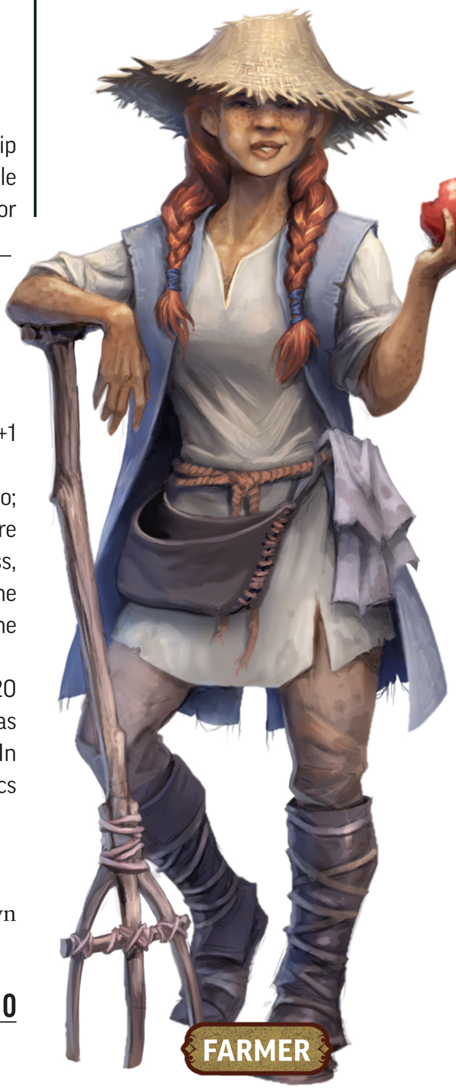
Workers of the fields, vineyards, and orchards of the world, farmers are known for their rugged endurance and skill with plants and animals.

FARMER CREATURE 0

MEDIUM HUMAN HUMANOID
Perception +6

DREAMS OF ADVENTURE

Some laborers dream of a life away from their mundane jobs. While most of these dreams are of nobility or fanciful easy riches, others wish for adventure, travel, and magic. They eagerly listen to visiting adventurers and may even request to join them on an adventure. Those who are particularly foolish may not take no for an answer and either challenge the adventurer or sneak off with them as they leave.


FARMER

Languages Common
Skills Athletics +5, Farming Lore +6, Nature +4, Survival +4
Str +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0
Items apple (4), pitchfork, work clothes (functions as leather armor)

AC 14; **Fort** +7, **Ref** +5, **Will** +4
HP 18

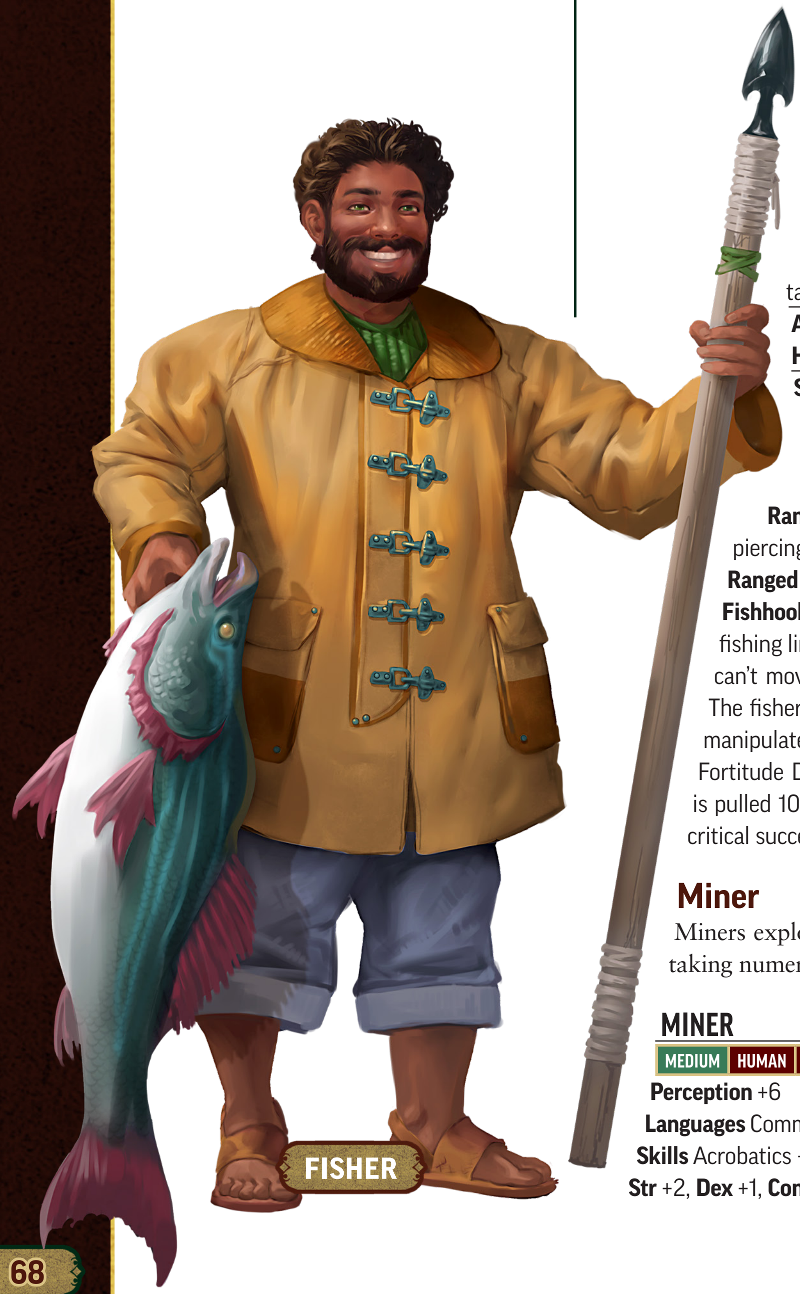
Speed 25 feet
Melee ◆ pitchfork +6 (reach 10 feet), **Damage** 1d6+3 piercing
Melee ◆ fist +6 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning
Ranged ◆ apple +5 (agile, nonlethal, thrown 20 feet), **Damage** 1d4+3 bludgeoning
Pitch Bale ◆ **Requirements** The farmer's last action was a successful pitchfork Strike; **Effect** The farmer moves the creature they hit with their pitchfork up to 5 feet, and the target falls prone. The target can attempt a DC 13 Reflex save to avoid falling prone and avoids being moved altogether on a critical success.

SILVER LININGS

Laborers have difficult jobs and long hours. The work itself isn't glamorous, and the pay isn't great. Despite this, some find enjoyment in what they do. They look at their job and see adventure in their daily lives. They're content to provide essential services, help save lives, travel, meet interesting people, or even face the ferocity of nature. Though the work may be lackluster, the perks can be great!

Fisher

More than just hobbyists, fishers catch fish and other seafood with the intention of selling most of or all of their catch.



FISHER CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +6 (+8 to spot fish)
Languages Common
Skills Athletics +7, Fishing Lore +8, Nature +4, Sailing Lore +6, Survival +4
Str +3, **Dex** +2, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0
Items assorted knives, fishing rod, net, rope (50 feet), spear, tackle box

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AC 14; **Fort** +7, **Ref** +6, **Will** +4
HP 15

Speed 25 feet
Melee ◆ spear +7, **Damage** 1d6+3 piercing
Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning
Ranged ◆ fishing line +6 (range increment 20 feet), **Damage** 1 piercing plus 1 persistent bleed and fishhooked
Ranged ◆ spear +6 (thrown 20 feet), **Damage** 1d6+3 piercing
Fishhooked While it has persistent bleed damage from the fisher's fishing line Strike, a creature has a fishhook embedded in it. The creature can't move farther away from the fisher (though it can move laterally). The fisher can reel the creature in as a single action with the attack and manipulate trait, attempting an Athletics check against the creature's Fortitude DC. On a success, the creature takes 2d4 slashing damage and is pulled 10 feet closer to the fisher (double the damage and distance on a critical success).

Miner

Miners explore deep underground in search of minerals and rare ores, taking numerous precautions to keep themselves safe.

MINER CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +6
Languages Common
Skills Acrobatics +3, Athletics +6, Mining Lore +4, Survival +4
Str +2, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

Items hammer, lantern, miner's harness (functions as leather armor), pick, piton (5), rope (100 feet)

AC 14; **Fort** +7, **Ref** +5, **Will** +4

HP 20

Speed 25 feet

Melee ◆ pick +6 (fatal d10), **Damage** 1d6+2 piercing

Melee ◆ fist +6 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Piton Pin ◆ (attack) **Requirements** The miner has their hammer in hand; **Effect** The miner Interacts to draw a piton, then hammers it into a creature to pin them in place, attempting an Athletics check against the target's Reflex DC. On a hit, the target is immobilized until it removes the piton with a successful DC 10 Athletics check made as an Interact action.

Gravedigger

An often-overlooked group of laborers, gravediggers have a reputation for being as quiet and grim as their workplace. They're usually strong and tough from their long hours of backbreaking labor, and they tend to have a unique perspective on life and death.

GRAVEDIGGER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Athletics +7, Graveyard Lore +7, Religion +5, Stealth +4

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

Items bull's-eye lantern (2 oils), gravedigger's garb (functions as leather armor), religious symbol of Pharasma, shovel

AC 15; **Fort** +8, **Ref** +4, **Will** +7

HP 20; **Resistances** void 2

Speed 25 feet

Melee ◆ shovel +9, **Damage** 1d4+4 bludgeoning

Melee ◆ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Light in the Dark ◆◆ (concentrate, divine, manipulate, vitality) **Requirements** The gravedigger is holding a bull's-eye lantern in one hand and their religious symbol in the other, and the lantern contains oil; **Effect** The gravedigger recites a brief chant to ignite their lantern with vital energy. Each undead creature in a 15-foot line takes 3d6 vitality damage with a DC 14 basic Fortitude save. This action uses all remaining oil in the bull's-eye lantern.

Innkeeper

The sight of an inn is a welcome one to any weary traveler. Innkeepers can often be found cleaning the common room, overseeing the evening meal, or settling in new lodgers. Innkeepers keep an eye on their neighbors' doings and are often excellent sources of information.

INNKEEPER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Accounting Lore +5, Alcohol Lore +7, Cooking Lore +5, Deception +6, Diplomacy +6, Society +7

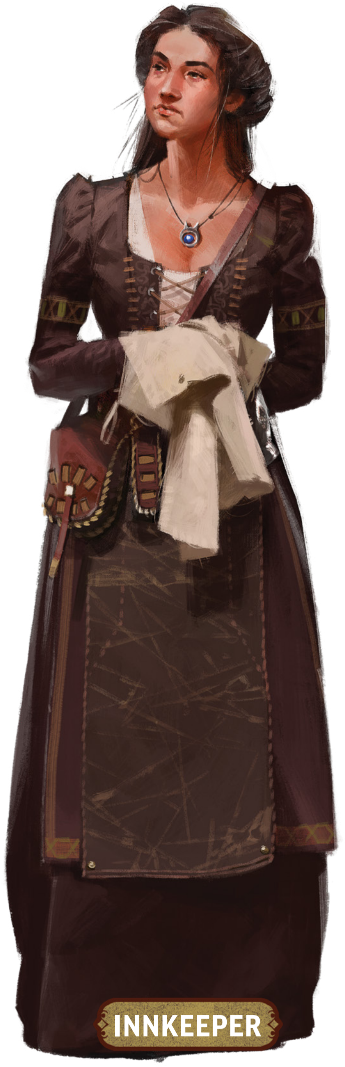
Str +2, **Dex** +0, **Con** +0, **Int** +2, **Wis** +2, **Cha** +3

Items broom (functions as a staff), innkeeper's apron (functions as leather armor), ledger, pewter mug

Font of Gossip The innkeeper's business gives them insight into the neighborhood's happenings. A person can Gather Information from an innkeeper in 30 minutes

LABORER GAMES

Laborers tend to play games when the work is slow or while on break. Common games include Gremlin Row, which involves rolling dice and trying to match them, as well as Fishing with Fire, in which players try to get all the cards of one type from a deck without losing all of their own cards and getting "burned."



INNKEEPER

rather than canvassing an entire neighborhood. Each person can learn gossip from an innkeeper only once per day, and only if the innkeeper is friendly or helpful to that individual. Whatever information the innkeeper knows about a given topic doesn't change if someone else asks the innkeeper about that topic, unless the innkeeper has since learned more.

AC 14; **Fort** +7, **Ref** +3, **Will** +9

HP 20

Speed 25 feet

Melee ◆ broom +7 (two-hand d8), **Damage** 1d4+2 bludgeoning

Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ pewter mug +5 (thrown 10 feet), **Damage** 1d4+2 bludgeoning

Home Base Brawler The innkeeper knows how to settle fights that break out. When the innkeeper is fighting in their establishment, their Strikes gain a +1 circumstance bonus to the attack roll, deal an additional 1d4 damage, and gain the nonlethal trait if they don't already have it. The innkeeper can choose not to gain this benefit.

Innkeeper's Advice ◆◆◆ (auditory, fortune, linguistic, mental) **Frequency** once per day; **Effect** The innkeeper gives some pertinent advice to a single creature other than themself. For 24 hours, when that creature fails a skill check or saving throw, they can recall this advice and reroll the check, using the second result instead. Once that creature uses this ability, its effect ends. A creature that receives the Innkeeper's Advice is temporarily immune to the ability for 1 month.

BAR FIGHT!

Bar fights work better without a grid. Use the stat blocks here or in the Downtrodden section for notable participants. Most participants fight non-lethally with fists or improvised weapons. Roll one or two attacks at the end of each round against each PC in the fight (+4 attack modifier, 1d4+2 bludgeoning damage). Particularly inebriated fighters may be off-guard and gain a +1 item bonus to saving throws against fear effects.

Messenger

When a message, mail, or package needs to be delivered, messengers make deliveries—typically from large towns and cities or to other towns and cities.

MESSENGER — CREATURE 1

MEDIUM | HUMAN | HUMANOID

Perception +6

Languages Common

Skills Acrobatics +8, Athletics +5, Diplomacy +6, Society +7, Survival +4

Str +0, **Dex** +3, **Con** +4, **Int** +0, **Wis** +1, **Cha** +1

Items dagger, satchel of mail, sling (10 bullets)

Don't Shoot the Messenger Messengers get a +2 circumstance bonus to Diplomacy checks to convince another creature not to blame them for any news they deliver.

Road Runner Messengers can use Society in place of Survival to Sense Direction when they're on a road.

AC 16; **Fort** +7, **Ref** +10, **Will** +4

HP 20

Speed 30 feet

Melee ◆ dagger +8 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Melee ◆ fist +8 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

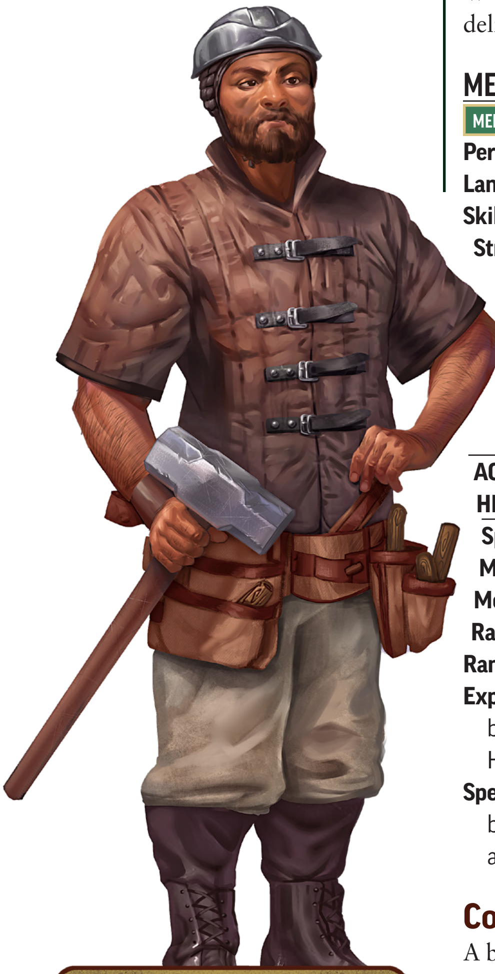
Ranged ◆ sling +8 (range increment 50 feet, propulsive), **Damage** 1d6+2 bludgeoning

Express Messenger Allies traveling with the messenger gain a +5-foot circumstance bonus to travel Speed, to a maximum of the messenger's travel Speed. If they use the Hustle activity, they can Hustle for a minimum of 1 hour instead of the usual amount.

Special Delivery ◆◆ The messenger Interacts to take an item of light Bulk or less held by a willing ally within reach, Strides, then delivers the item to a willing ally in reach at their new location.

Construction Worker

A brilliant architect can contemplate wondrous structural marvels, but someone must pick up a hammer and make these dreams real. Construction workers are the backbone of any city's infrastructure.



CONSTRUCTION WORKER

CONSTRUCTION WORKER — CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Architecture Lore +15, Athletics +10, Crafting +13, Society +6

Str +4, **Dex** +0, **Con** +3, **Int** +2, **Wis** +1, **Cha** +0

Items artisan's toolkit, bricks (4), chalk, safety gear (functions as leather armor), sledgehammer (functions as a maul)

Specialty Contractor For encounters involving architecture or construction, the construction worker is a 6th-level challenge.

AC 17; **Fort** +11, **Ref** +6, **Will** +7

HP 35

Speed 25 feet

Melee ◆ maul +10 (shove), **Damage** 1d12+4 bludgeoning

Melee ◆ fist +10 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Melee ◆ brick +6 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

By Design (exploration) The construction worker spends 1 minute inspecting the layout of a room and attempts a DC 22 Architecture Lore check. On a success, they learn the size and layout of all adjacent rooms on the same floor (or all rooms on the floor on a critical success). They can inspect each room only once per day.

Demolishing Swing ◆◆ The construction worker makes a maul Strike against a creature. If it hits, the creature is pushed 10 feet. If the target is wearing metal armor, its armor also takes the damage, which bypasses 5 of the armor's Hardness.

Vermin Catcher

Paid exterminators keep streets and sewers clear of pests like rats, snakes, weasels, and insects—even giant rats.

VERMIN CATCHER — CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Athletics +9, Nature +6, Stealth +8, Survival +6, Vermin Lore +9

Str +3, **Dex** +2, **Con** +4, **Int** +1, **Wis** +0, **Cha** –2

Items arsenic, club, leather armor, rat traps (4)

AC 17; **Fort** +10, **Ref** +8, **Will** +6

HP 35

Speed 25 feet

Melee ◆ club +9, **Damage** 1d6+5 bludgeoning

Melee ◆ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ◆ club +8 (thrown 10 feet), **Damage** 1d6+5 bludgeoning

Giant Rat Trap ◆◆◆ The vermin catcher places a rat trap in an adjacent space. Any Small or Medium creature that moves into the space with the trap triggers it and must attempt a DC 18 basic Reflex save. On a failure, the creature takes 1d4 persistent bleed damage (2d4 on a critical failure) and is immobilized and off-guard for 1 round.

Sneak Attack The vermin catcher deals 1d6 extra precision damage to off-guard creatures.

The Laborers We Meet Along the Way

Adventurers might seek aid from laborers or encounter them in a wide variety of roles.

AID FROM LABORERS

1d8	Aid Available
1	Laborers can give directions and rough distances for up to 2d4 settlements within 10d10 miles.
2	Animals or monsters hunting the party won't go anywhere near a worksite.
3	A laborer can teach a PC a new skill such as how to ride horseback or train a dog.
4	A laborer can provide information about the various places they've been.
5	Laborers can share the locations of shortcuts they know to reduce travel time.
6	They will warn the party about poor weather or a dangerous area.
7	A laborer provides you with 1d6 days of service.
8	A laborer recommends you to the perfect person for a job you need done.

LABORER ENCOUNTERS

1d8	Encounter
1	Laborers are being attacked by bandits or monsters.
2	A road or bridge the PCs need to pass by is blocked by laborers at work.
3	Laborers are camped out, deciding whether to take the short, dangerous path or go around.
4	The next trip is dangerous, and laborers are hiring adventurers for protection.
5	A laborer's work has uncovered a magic item that probably should have stayed hidden.
6	A laborer challenges a PC to a drinking or strength contest.
7	A laborer unfortunately finds themselves frozen in fear in the middle of a monster attack.
8	Laborers are striking a worksite.

Unions

We are stronger when we stand together! Any laborer can learn labor laws and bolster their colleagues by becoming a union organizer with the following stat adjustments.

Union Organizer Adjustments

Organizers ensure the laborers in the union stay on task and keep a united front.

- Add Diplomacy and Labor Lore with a modifier equal to its highest skill modifier.
- Add the following ability.

Solidarity (aura) 10 feet. While leading a demonstration, the union organizer grants themself and their allies a +1 circumstance bonus to saving throws against fatigue and mental effects. Greater numbers amplify the effect. The emanation increases to 20 feet if there are at least 5 allies within 10 feet, and to 30 feet if there are at least 10 allies within 20 feet.

FISTS OF THE RUBY PHOENIX

Of all the fighting contests across Golarion, the most notable is the Ruby Phoenix Tournament, held once every decade off the coast of Goka. The tournament is orchestrated by the legendary mage Hao Jin and attracts innumerable athletes, with the winners awarded powerful relics beyond imagination. The story of the most recent tournament can be found in the Fists of the Ruby Phoenix Adventure Path.

MARTIAL ARTIST

Martial artists strive to master the art of hand-to-hand fighting.

Martial Student

Every warrior must begin somewhere.

MARTIAL STUDENT CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common

Skills Acrobatics +9, Athletics +10

Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

Items handwraps

AC 18; **Fort** +8, **Ref** +10, **Will** +6

HP 40

Speed 35 feet

Melee ◆ fist +11 (agile, nonlethal, unarmed), **Damage** 1d6+4 bludgeoning

Fancy Footwork ◆ The martial student Steps and Strides in any order.

Flurry of Blows ◆ **Frequency** once per round; **Effect** The martial student makes two fist Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Powerful Fists The martial student's fist Strikes don't take penalties when making lethal attacks.

Tournament Combatant

Tournaments attract martial artists like moths to a flame, with participants crossing vast distances for the chance to test their might.

TOURNAMENT COMBATANT CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common

Skills Acrobatics +13, Athletics +12, Intimidation +11, Performance +11

Str +3, **Dex** +5, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2

Items nunchaku, shuriken (5)

AC 21; **Fort** +10, **Ref** +15, **Will** +10

HP 75

Speed 35 feet

Melee ◆ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d8+5 bludgeoning

Melee ◆ nunchaku +14 (backswing, disarm, finesse), **Damage** 1d6+5 bludgeoning

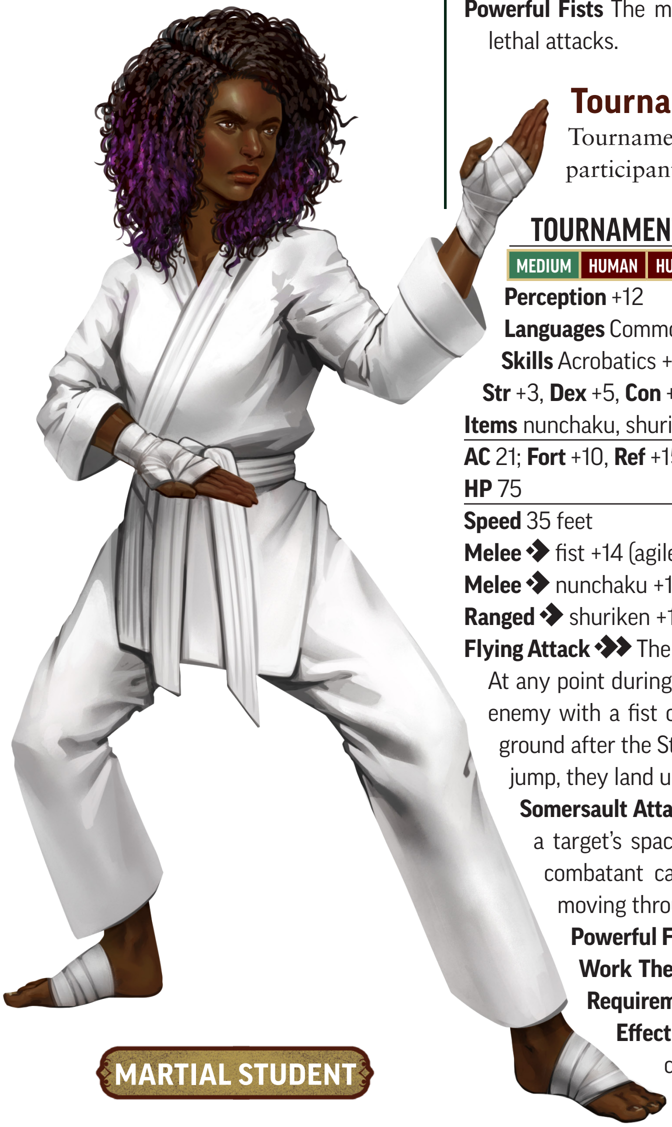
Ranged ◆ shuriken +14 (agile, reload 0, thrown 20 feet), **Damage** 1d6+5 piercing

Flying Attack ◆◆ The tournament combatant makes a Leap, High Jump, or Long Jump. At any point during the jump, if they're adjacent to an enemy, they can Strike that enemy with a fist or nunchaku Strike, even in midair. The combatant falls to the ground after the Strike. If the distance they fall is no more than the height of their jump, they land upright and take no damage.

Somersault Attack ◆ The tournament combatant attempts to Tumble Through a target's space. If they succeed on their Acrobatics check, the tournament combatant can make a fist or nunchaku Strike against that target while moving through its space.

Powerful Fists As martial student.

Work The Crowd ◆ (emotion, mental) **Frequency** once per 10 minutes; **Requirements** The combatant is within 50 feet of at least three spectators; **Effect** With a flashy flurry of moves, the tournament combatant elicits cheers. The tournament combatant is quickened for 1 minute. They can use the extra action only to Strike or Stride.



MARTIAL STUDENT

Mixed Martial Artist

These fighters combine the takedowns of a wrestler with aggressive stances and unorthodox blows, ensuring that contenders won't know what hit them.

MIXED MARTIAL ARTIST — CREATURE 7

MEDIUM | HUMAN | HUMANOID

Perception +15

Languages Common

Skills Acrobatics +15, Athletics +17, Martial Arts Lore +17

Str +4, **Dex** +2, **Con** +3, **Int** +1, **Wis** +2, **Cha** +1

Items *+1 handwraps of mighty blows*

AC 24; **Fort** +18, **Ref** +15, **Will** +12

HP 130

Speed 35 feet

Melee ◆ *fist* +16 (agile, magical, nonlethal, unarmed) **Damage** 1d8+6 bludgeoning

Powerful Fists As martial student.

Stance Shift ◆ (stance) The mixed martial artist enters a stance of their choice, gaining the listed circumstance bonus and Strike but losing the ability to make other Strikes.

- **Elbow Knockout Stance** +2 to Athletics checks to Shove or Trip; **Melee** ◆ cross elbow +16 (nonlethal, trip, unarmed) **Damage** 2d6+8 bludgeoning
- **Secure Grapple Stance** +2 to Athletics checks to Grapple; **Melee** ◆ grappling limb + 16 (grapple, nonlethal, unarmed) **Damage** 2d4+8 bludgeoning
- **Thrashing Barrage Stance** +2 to damage against off-guard opponents; **Melee** ◆ thrashing fist + 16 (forceful, nonlethal, unarmed) **Damage** 2d8+8 bludgeoning

Takedown Fluidity ⤾ **Trigger** The mixed martial artist's last action was a successful Grapple, Shove, or Trip. **Effect** The mixed martial artist uses Stance Shift.

Black Belt

Many martial arts schools use colored belts to differentiate skill levels. Above all is the black belt, an advanced practitioner who can counter any attack.

BLACK BELT — CREATURE 12

MEDIUM | HUMAN | HUMANOID

Perception +25

Languages Common

Skills Acrobatics +25, Athletics +25, Martial Arts Lore +22, Stealth +20

Str +5, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +0

Items *+1 striking handwraps of mighty blows, +1 striking bo staff, bands of force*

AC 32; **Fort** +23, **Ref** +23, **Will** +20

HP 220

Blocking Counterattack ⤾ **Trigger** A creature within the black belt's reach targets them with a melee attack; **Effect** The black belt blocks, gaining a +2 circumstance bonus to their AC against the triggering attack. If the attack misses, the black belt retaliates with a Strike. This Strike doesn't count toward the black belt's multiple attack penalty, and the multiple attack penalty doesn't apply to this Strike.

Speed 40 feet

Melee ◆ *bo staff* +25 (magical, parry, reach, trip), **Damage** 2d8+9 bludgeoning

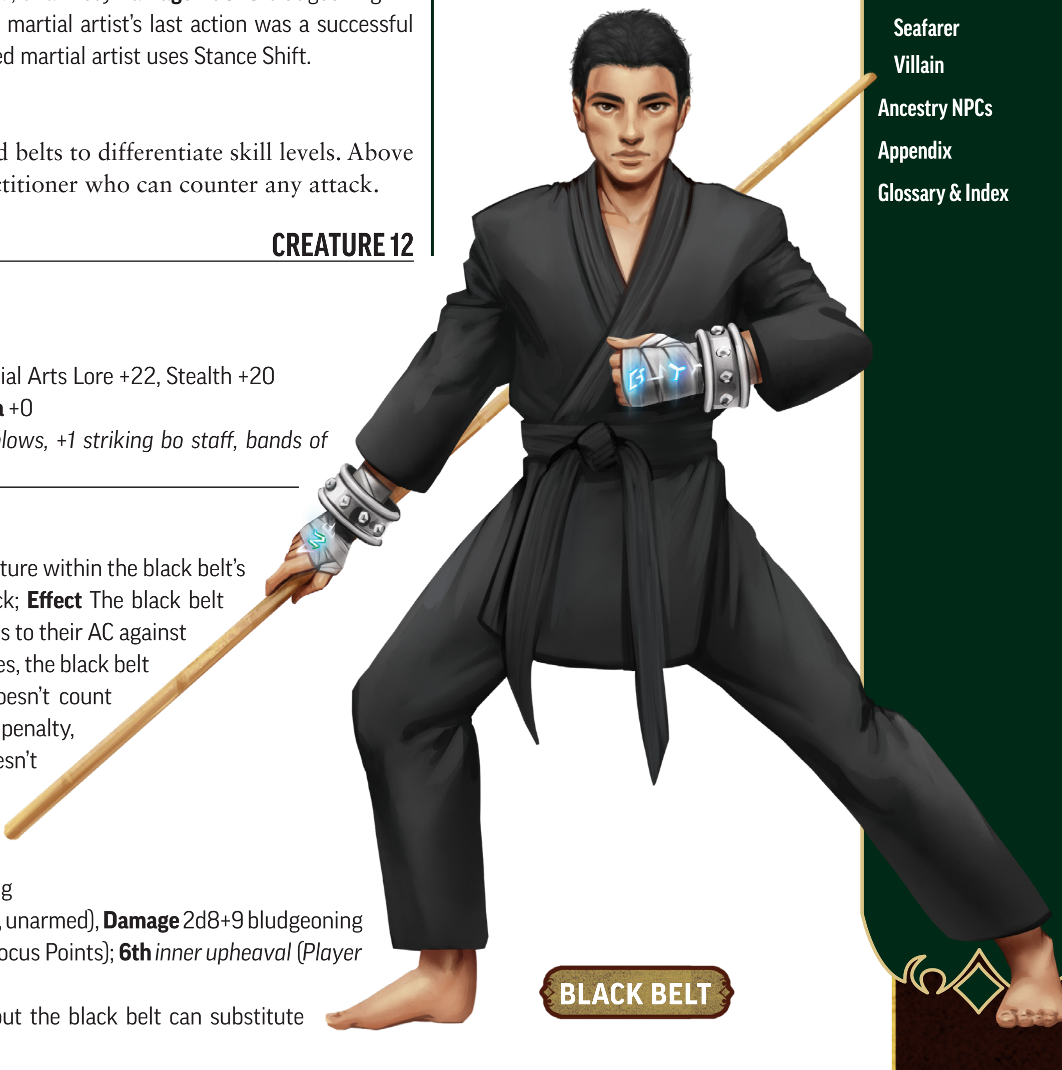
Melee ◆ *fist* +25 (agile, magical, nonlethal, unarmed), **Damage** 2d8+9 bludgeoning

Monk Focus Spells DC 32, attack +23 (2 Focus Points); **6th** *inner upheaval* (*Player Core 2* 257), *qi rush* (*Player Core 2* 257)

Flurry of Blows ◆ As martial student, but the black belt can substitute

VERSUS A GAUNTLET

For a fight against an entire dojo or monastic order, reserve martial artist stat blocks of similar levels to the PCs for the strongest antagonists. Pepper the scene with weaker combatants with low AC and saving throws, very few Hit Points, and a Speed of 25 feet. Each of these foes uses their actions to flank the PCs and attempt fist Strikes with a low hit modifier that deal low damage. When their numbers begin to dwindle, they flee.



LIFE'S ENERGY

Qi is far more than a means of supplementing attacks—it is an energy possessed by all living entities, and martial artists are merely experienced at manifesting qi in offensive ways. Aside from combat, qi is widely used in Tian Xia medicine, particularly among healers who worship the deity Qi Zhong.

any number of the attacks with bo staff Strikes or attempts to Grapple, Reposition, Shove, or Trip.

Powerful Fists As martial student, and the black belt's fist Strikes are treated as cold iron and silver.

Rapid Barrage ◆◆ (incapacitation) The black belt pummels their fists in a fast onslaught. They make three fist Strikes against one target. If more than one Strike hits, combine damage for the purpose of resistances and weaknesses. Regardless of whether any Strikes hit, the target must succeed at a DC 32 Fortitude save or be clumsy 1 until the end of their next turn and stunned 1 (clumsy 2 and stunned 2 on a critical failure).

Grandmaster

Beyond the black belt, there is the grandmaster. If a battle breaks out, this incredible warrior possesses unparalleled qi adeptness and punches that can kill.

GRANDMASTER — CREATURE 17

UNCOMMON | MEDIUM | HUMAN | HUMANOID

Perception +35; lifesense (imprecise) 60 feet (page 230)

Languages Common

Skills Acrobatics +33, Athletics +33, Diplomacy +25, Intimidation +25, Martial Arts Lore +30, Medicine +25, Stealth +25

Str +6, **Dex** +4, **Con** +3, **Int** +1, **Wis** +5, **Cha** +1

Items *+2 greater striking returning shuriken, +2 greater striking handwraps of mighty blows, +2 greater striking temple sword, bands of force*

AC 40; **Fort** +28, **Ref** +32, **Will** +27

HP 310

Speed 50 feet

Melee ◆ *temple sword* +33 (magical, trip), **Damage** 3d8+14 slashing

Melee ◆ *fist* +33 (agile, magical, nonlethal, unarmed), **Damage** 3d6+14 bludgeoning

Ranged ◆ *shuriken* +31 (magical, reload 0, thrown 20 feet), **Damage** 3d4+14 piercing

Monk Focus Spells DC 38, attack +34, (3 Focus Points); **8th** *harmonize self*, *qi blast, touch of death, wind jump*

Disrupt Qi ◆◆ (void) The grandmaster attempts an unarmed Strike against a living creature. On a hit, the creature takes 3d6 persistent void damage and is enfeebled 2 until the persistent damage ends.

Flurry of Blows ◆ As martial student, but the grandmaster can substitute any number of the attacks with temple sword Strikes or attempts to Grapple, Reposition, Shove, or Trip.

Forbidden Palm ◆◆◆ **Requirements** The grandmaster has at least 1 Focus Point; **Effect** The grandmaster casts *touch of death* (spending 1 Focus Point as normal). Any time the target attempts a Fortitude save against this *touch of death*, the grandmaster takes 40 damage and is permanently enfeebled 1. If the target gets a critical success, it's stunned 1; if it gets a success or failure the stunned condition it gains is increased by 1, and any damage it takes is increased by 40.

One-Millimeter Punch ◆◆ or ◆◆◆ The grandmaster makes a single, carefully controlled unarmed Strike that deals 2 additional dice of damage, or 4 additional dice if the grandmaster spent 3 actions. If this damages the target, the grandmaster can choose to make the target attempt a DC 38 Fortitude save.

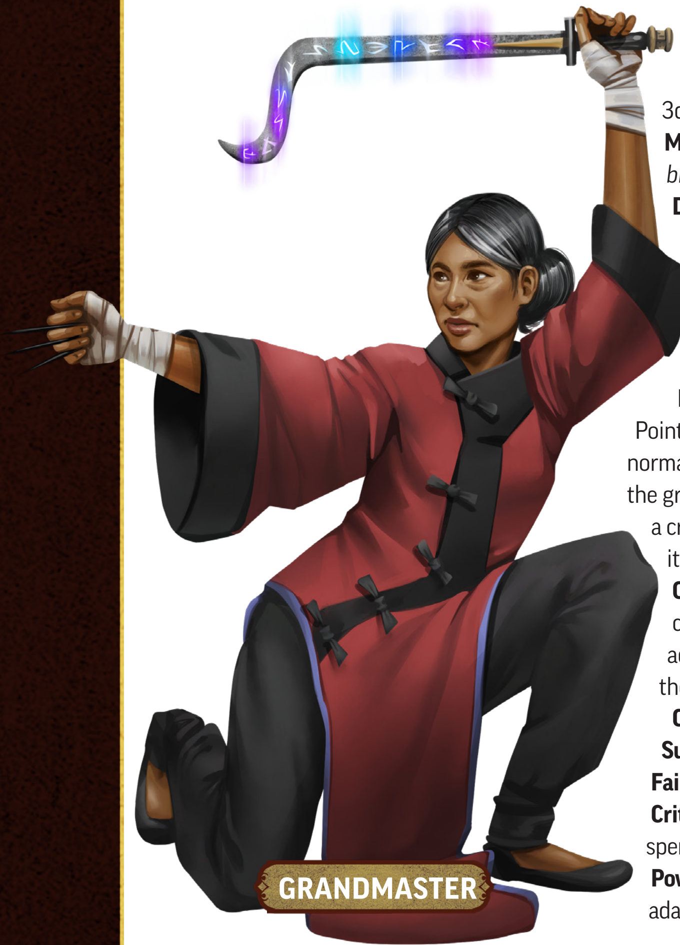
Critical Success The target is unaffected.

Success The target is pushed back 5 feet.

Failure The target is pushed back 10 feet.

Critical Failure The target is pushed back 10 feet for each action the grandmaster spent on One-Millimeter Punch.

Powerful Fists As martial student, and the grandmaster's fist Strikes are treated as adamantine, cold iron, and silver.



GRANDMASTER

Alternate Moves

Martial artists rarely have the same repertoire. For variety, use the following table to tweak an NPC's stats:

NPC	Ability	Replace With
Martial Student	Fancy Footwork	Hi-yah!
Tournament Combatant	Work the Crowd	Competitive Taunt
Mixed Martial Artist	Any Stance Shift option	Constant Feint Stance
Black Belt	Blocking Counterattack	Defensive Side Kick
Grandmaster	One-Millimeter Punch	Blazing Gate

Blazing Gate ◆◆ (electricity) **Requirements** The grandmaster has a target grappled or restrained; **Effect** The grandmaster tosses their target upwards and electrocutes them with a qi-infused double palm strike as they land. The target becomes prone, loses the grappled or restrained condition, and takes 5d6 bludgeoning damage and 2d8 persistent electricity damage (DC 38 basic Fortitude save).

Competitive Taunt ◆ (emotion, fear, mental) The tournament combatant attempts to Demoralize a target. On a success, the demoralized creature is off-guard until the end of their next turn. The tournament combatant gets a +2 circumstance bonus to their damage against a creature made off-guard in this way.

Constant Feint Stance This stance option replaces a different Stance Shift option (usually Secure Grapple Stance). +2 to attempts to Feint. If the mixed martial artist rolls a critical failure to Feint, they get a failure instead. If they successfully Feint, they can use Stance Shift as a free action. Unlike other stances, in this stance the mixed martial artist can't make Strikes.

Defensive Side Kick ↺ **Trigger** A creature within the black belt's reach uses a move action; **Effect** The black belt makes a fist Strike designed to intercept and create distance. This Strike does not count towards the black belt's multiple attack penalty, and the black belt's multiple attack penalty doesn't apply to this Strike. On a successful hit, the target is pushed 5 feet away.

Kiai! ◇ **Frequency** once per turn; **Requirements** The martial student attempts a Strike; **Effect** The martial student shouts to startle their adversary. If the Strike is successful, the target becomes frightened 1.

Dirty Fighting

Sometimes it doesn't pay to fight fair. You can give one of these dirty fighting tactics to any martial artist NPC. While tournament combatants are especially likely to look for an edge that will let them win, most black belts and grandmasters are unlikely to stoop to such chicanery.

Concealed Spikes ↺ **Trigger** The martial artist critically succeeds on an unarmed Strike; **Effect** Tiny spikes in the martial artist's gloves or footwear deal an additional 1d6 persistent bleed damage.

Contraband Substance ◆ The martial artist pulls out a concealed alchemical vial of mutagen and drinks it to improve their combat prowess. The item is usually a juggernaut mutagen (*Player Core 2* 289), or quicksilver mutagen (*Player Core 2* 290). This ability can't be used again until the martial artist has time to acquire and hide a new mutagen. Some martial artists use concealed small vials, but others hide a syringe or soak the alchemical liquid into a garment they can put in their mouth.

Illegal Bite ◆ The martial artist makes an Athletics check against a target's Fortitude DC to bite them in a vulnerable area. On a success, the martial artist deals 2d6 piercing damage (or double on a critical success).

Sand In Your Eye ◆ (visual) The martial artist Feints. On a success, the martial artist tosses sand into the face of one target, blinding them for 1 round or until the target Interacts to remove the blinded condition.

Grandmaster Forbidden Knowledge

Grandmasters study techniques outlawed for their tendency to maim both the user and the victim. If the Forbidden Palm doesn't suit your grandmaster's style, swap it for one of the following moves—if you dare.

Life Burn Aura ◆◆◆ (aura, force) The grandmaster transmutes their lifespan into an expulsion of qi. For the next minute, the grandmaster is surrounded by a 30-foot emanation that deals 3d6 force damage to all creatures who start their turn within the emanation, including the grandmaster themself. While Life Burn Aura is active, the grandmaster's fist Strikes deal 2 additional die of weapon damage. When the aura disappears, the grandmaster is permanently doomed 1. This condition is cumulative.

Solar Surge ◆◆◆ (visual) The grandmaster unleashes a qi wave as bright as the sun. All creatures within a 50-foot radius of the grandmaster who can see must attempt a DC 38 Reflex save, including the grandmaster themself.

Critical Success The creature is dazzled for 1 round.

Success The creature is blinded for 1 round.

Failure The creature is blinded for 1 day.

Critical Failure The creature is permanently blinded.

Super Qi Blast ◆ (force, spellshape, polymorph) The grandmaster's body expands as it prepares to exude an unfathomable amount of qi. If the grandmaster's next action is to cast the two-action version of *qi blast*, the size of the cone increases to 120 feet and the damage increases to 16d6. The grandmaster also becomes one size category larger for the next minute, dealing an additional +9 damage with their melee Strikes. Additionally, the grandmaster is permanently drained 1. This drained condition is cumulative.

MAVERICK

These lone wolves have an aura of mystery, bravado, and swagger.

Political Upstart

Fiery and heady, a political upstart actively pushes against the status quo.

POLITICAL UPSTART — CREATURE 0

MEDIUM | HUMAN | HUMANOID

Perception +8 (+11 to Sense Motive)

Languages Common

Skills Deception +8, Diplomacy +10, Legal Lore +11, Performance +10, Society +11

Str +0, **Dex** +1, **Con** +0, **Int** +2, **Wis** +2, **Cha** +3

Items long coat (functions as leather armor), political pamphlets, soapbox, writing set

Rhetoric Specialist For social encounters involving debate and legal logic, the political upstart is a 3rd-level challenge.

AC 14; **Fort** +4, **Ref** +7, **Will** +10

HP 15

Retort ↺ **Trigger** A creature fails a Charisma-based skill check against the political upstart; **Effect** The political upstart targets the creature with Fiery Rhetoric.

Speed 25 feet

Melee ◆ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Fiery Rhetoric ◆ (auditory, concentrate, emotion, linguistic, mental) The upstart rattles off talking points at an enemy within 30 feet. The target takes a –2 status penalty to Perception and Will saves for 1 minute.

Fascinating Speech ◆◆ (auditory, concentrate, emotion, linguistic, mental) The political upstart begins a rousing speech which they can Sustain up to 1 minute. Any creature within 30 feet that can hear the speech, must attempt a DC 17 Will save.

Success The creature is unaffected.

Failure The creature is fascinated with the upstart for 1 round.

Critical Failure The creature is fascinated with the upstart as long as the speech lasts.

Arms Dealer

A seedy arms dealer has access to all kinds of deadly weapons and can quickly provide them to clients in need… for the right price, of course.

ARMS DEALER — CREATURE 2

MEDIUM | HUMAN | HUMANOID

Perception +9 (+11 to Sense Motive)

Languages Common

Skills Crafting +7 (+14 for firearms), Deception +7, Diplomacy +7, Firearm Lore +14, Intimidation +9, Society + 9, Underworld Lore +9

Str +0, **Dex** +3, **Con** +0, **Int** +1, **Wis** +3, **Cha** +3

Items flintlock musket (20 rounds; page 50), hand cannon (20 rounds; page 50), sword cane

Arms Dealing Specialist For encounters involving the purchase of weapons, the arms dealer is a 5th-level challenge.

AC 17; **Fort** +6, **Ref** +7, **Will** +9

HP 28

You Call That a Gun? The arms dealer seems unaffected by your attempts to threaten them. The arms dealer gains a +2 circumstance bonus to their Will DC against Intimidation checks while they're holding a firearm.

Speed 25 feet

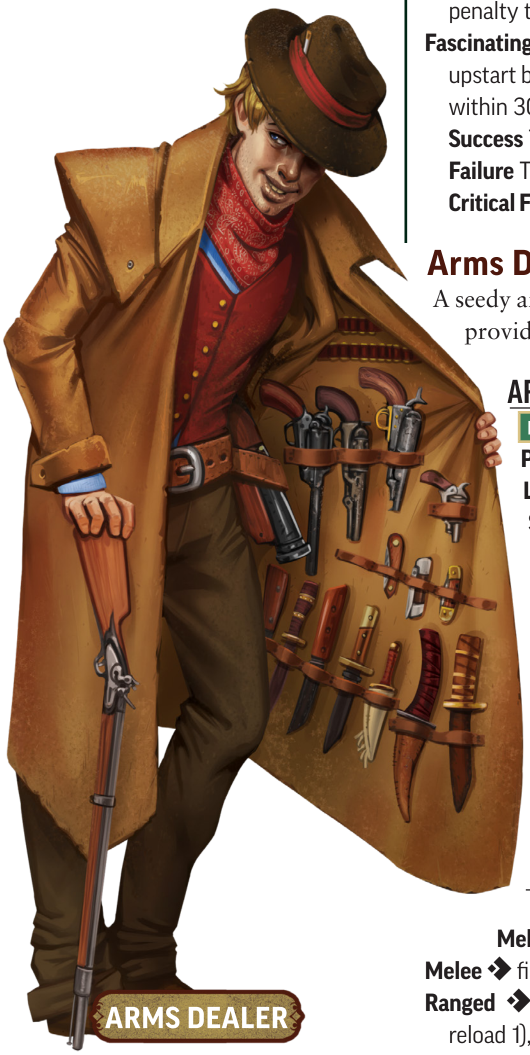
Melee ◆ sword cane +9 (agile, concealable, finesse), **Damage** 1d6+2 piercing

Melee ◆ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ flintlock musket +11 (concussive, fatal d10, range increment 70 feet, reload 1), **Damage** 1d6+3 piercing

DRAW!

Multiple mavericks carry the explosive ranged weapons called firearms. You can find the traits referenced in these shooting irons on pages 50–51. Many of these NPCs can be adapted to other ranged weapons, such as crossbows or bows, with minimal changes if you choose not to include firearms in your game. More firearms and the gunslinger class appear in *Pathfinder Guns & Gears*.



ARMS DEALER

Ranged ◆ hand cannon +11 (modular B, P, or S; range increment 30 feet; reload 1), **Damage** 1d6+3 modular

Take Stock ◆ (auditory, concentrate, linguistic, mental) The arms dealer advises an ally on how to properly use a firearm. The arms dealer chooses an ally within 30 feet wielding a firearm. That ally can use a reaction to Interact to reload their firearm.

Musketeer

Flashy and confident, the musketeer isn't above using dirty tricks to gain the upper hand in a fight. Despite their bravado, musketeers are fiercely loyal to their allies.

MUSKETEER CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +10

Languages Common

Skills Acrobatics +11, Athletics +8, Deception +8 (+10 to Feint), Intimidation +10, Stealth +11, Thievery +9

Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +3

Items flintlock musket (10 rounds; page 50), leather armor, rapier

AC 20; **Fort** +8, **Ref** +11, **Will** +6

HP 40

Speed 25 feet

Melee ◆ rapier +11 (deadly d8, disarm, finesse), **Damage** 1d6+5 piercing

Melee ◆ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ◆ flintlock musket +11 (concussive, fatal d10, range increment 70 feet, reload 1), **Damage** 1d6+4 piercing

Musketeer's Advance ◆◆ **Requirements** The musketeer is wielding a flintlock musket; **Effect** The musketeer makes a flintlock musket Strike. If the Strike hits, the target is off-guard to melee attacks by the musketeer until the end of the musketeer's next turn. Regardless of whether the Strike hit, the musketeer then Interacts to swap their flintlock musket for their rapier and Strides toward the creature they attacked.

One for All ◆ **Requirements** The musketeer is wielding a single one-handed weapon in one hand and has their other hand free; **Effect** The musketeer grants a +1 circumstance bonus to AC to themself until the start of their next turn. Allies also gain this bonus while adjacent to the musketeer. If a creature would benefit from more than one creature's One for All ability, the bonus is +2 instead of +1.

Sneak Attack The musketeer deals an extra 1d6 precision damage to off-guard creatures.

Runaway Blueblood

Dissatisfied with their privileged upbringing, the runaway blueblood has left the life of luxury behind to forge a new path for themself.

RUNAWAY BLUEBLOOD CREATURE 3

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Deception +9, Diplomacy +9, Genealogy Lore +9, Society +11

Str +1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +0, **Cha** +4

Items dueling pistol (10 rounds; page 50), fine clothing, signet ring, shortsword

AC 18; **Fort** +7, **Ref** +10, **Will** +9

HP 45

Speed 25 feet

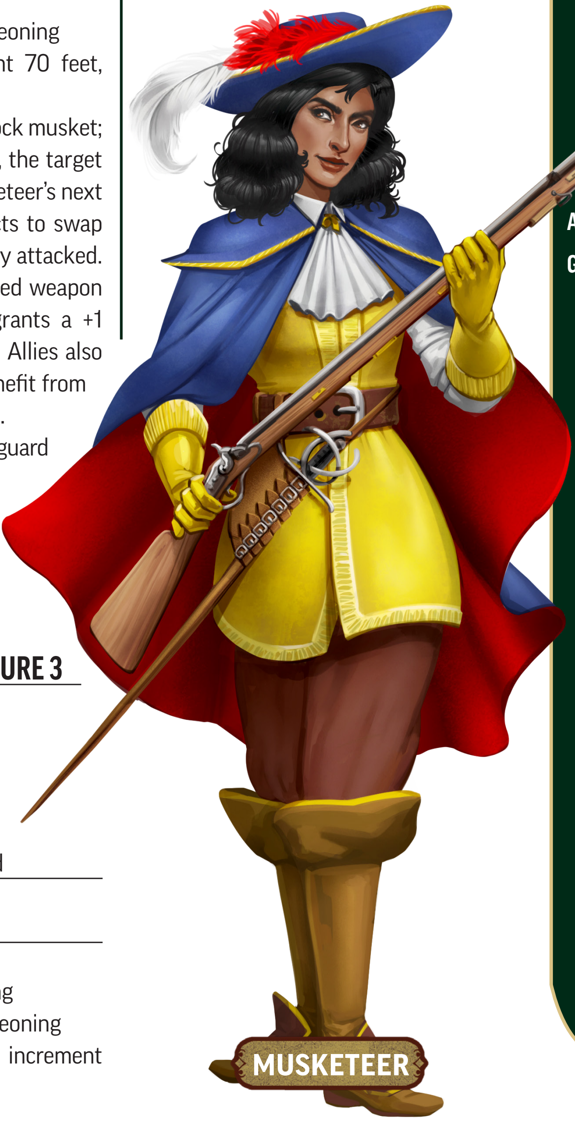
Melee ◆ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+5 piercing

Melee ◆ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ◆ dueling pistol +10 (concealable, concussive, fatal d10, range increment 60 feet, reload 1), **Damage** 1d6+4 piercing

DUELING ETIQUETTE

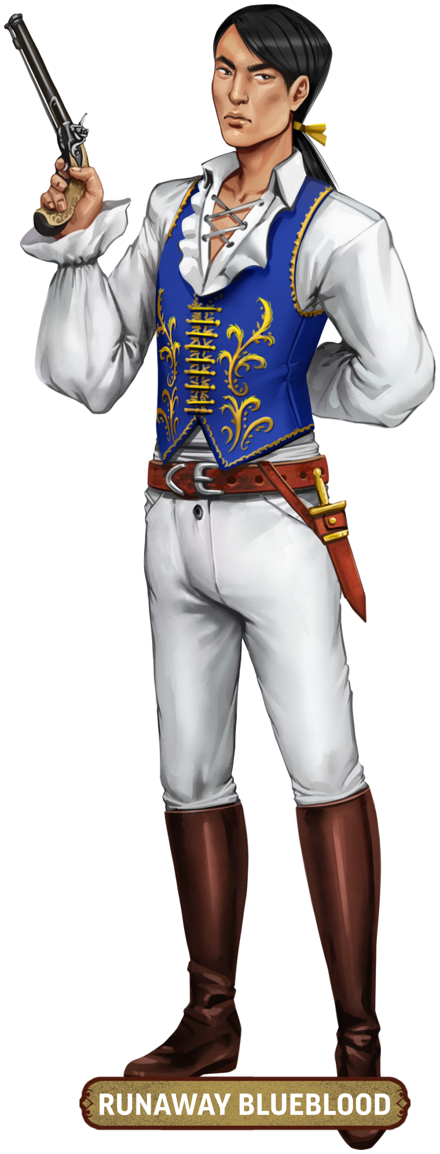
Some mavericks meet to size each other up before deciding whether or not to duel. Then, if they decide to challenge one another, the face-off's rules (or lack thereof) are agreed upon beforehand to prevent any ill will afterward. Being a sore loser is highly frowned on, even more than a duel to the death.



MUSKETEER

THE CODE

Most mavericks adhere to a code of conduct, often one that's in direct opposition to the norms of society. This can make them outsiders or rebels, but it also allows them to be true to themselves and follow their own path, rather than conforming to expectations or rules imposed on them by others.



RUNAWAY BLUEBLOOD

"Courageous" Retreat ◆ **Requirements** The runaway blueblood is adjacent to at least one enemy; **Effect** The runaway blueblood gains the fleeing condition, gains a +5-foot status bonus to their Speed, and gains a +2 circumstance bonus to their AC against reactions triggered by their movement. The blueblood Strides. The effects last until the end of the blueblood's current turn.

Sneak Attack The runaway blueblood deals an extra 1d6 damage to off-guard creatures.

Unsanctioned Sheriff

Believing the ends justify the means, the unsanctioned sheriff is unafraid to use others for their own gain, through bribes, manipulation, or force.

UNSANCTIONED SHERIFF CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +13 (+15 to Sense Motive)

Languages Common

Skills Athletics +13, Deception +11, Diplomacy +11, Intimidation +13, Society +13

Greased Palms Money talks, and no one knows that better than the unsanctioned sheriff. A creature that pays the sheriff at least 5 gp gains a +2 status bonus to Gather Information in the sheriff's settlement for the next 24 hours.

Str +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** +2

Items badge, dueling pistol (2, 20 rounds; page 50), sap, scale mail

AC 22; **Fort** +11, **Ref** +11, **Will** +13

HP 75

Reactive Strike ⤾ (page 231)

Speed 25 feet

Melee ◆ sap +15 (agile, nonlethal), **Damage** 1d6+7 bludgeoning

Melee ◆ fist +15 (agile, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ◆ dueling pistol +13 (concealable, concussive, fatal d10, range increment 60 feet, reload 1), **Damage** 1d6+5 piercing

Lay Down the Law ◆ (auditory, concentrate, linguistic, mental) **Requirements** The sheriff's last action this turn was a successful Strike against a creature within 30 feet; **Effect** The sheriff yells a command at the creature they hit. The target must succeed at a DC 22 Will save or spend the first action on its next turn doing as commanded (or all its actions on its next turn on a critical failure). The sheriff can command a creature to approach the sheriff, release what its holding, or drop prone. Regardless of the result of its save, the creature is temporarily immune for 10 minutes.

Gunwitch

As wielders of both occult power and firearms, gunwitches pride themselves in using both unconventional weapons and obscure magic. To change their patron (The Spinner of Threads), swap out *nudge fate* and *sure strike*.

GUNWITCH CREATURE 7

RARE MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Acrobatics +17, Crafting +15, Intimidation +15, Occultism +17, Patron Lore +15

Str +0, **Dex** +4, **Con** +1, **Int** +4, **Wis** +2, **Cha** +2

Items *musket staff of force* (20 rounds, page 81)

Firearm Familiar The gunwitch's firearm acts as their familiar but remains a mindless item with no actions. The master abilities it grants are included in the stat block.

AC 23; **Fort** +12, **Ref** +15, **Will** +15

HP 90

Acrobatic Dodge ⤾ **Trigger** An attacker the gunwitch can observe targets them with an attack; **Effect** The gunwitch gains a +2 circumstance bonus to AC against the triggering attack, and after the attack the gunwitch Leaps.

Speed 25 feet

Melee ◆ *musket staff* +15 (finesse, magical, two-hand d6), **Damage** 1d4+6 bludgeoning plus 1d6 force

Melee ◆ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ◆ *musket staff* +18 (concussive, fatal d10, magical, range increment 70 feet, reload 1), **Damage** 1d6+6 piercing plus 1d6 force

Occult Prepared Spells DC 25, attack +17; **4th** *confusion*, *flicker*, *phantom pain*; **3rd** *haste*, *paralyze*, *slow*; **2nd** *invisibility*, *telekinetic maneuver* (×2); **1st** *enfeeble* (×2), *sure strike*; **Cantrips (4th)** *daze*, *detect magic*, *light*, *read aura*, *telekinetic projectile*

Witch Hex Spells DC 25, 1 Focus Point; **4th** *needle of vengeance* (*Player Core* 385); **Cantrips (4th)** *nudge fate* (*Player Core* 387)

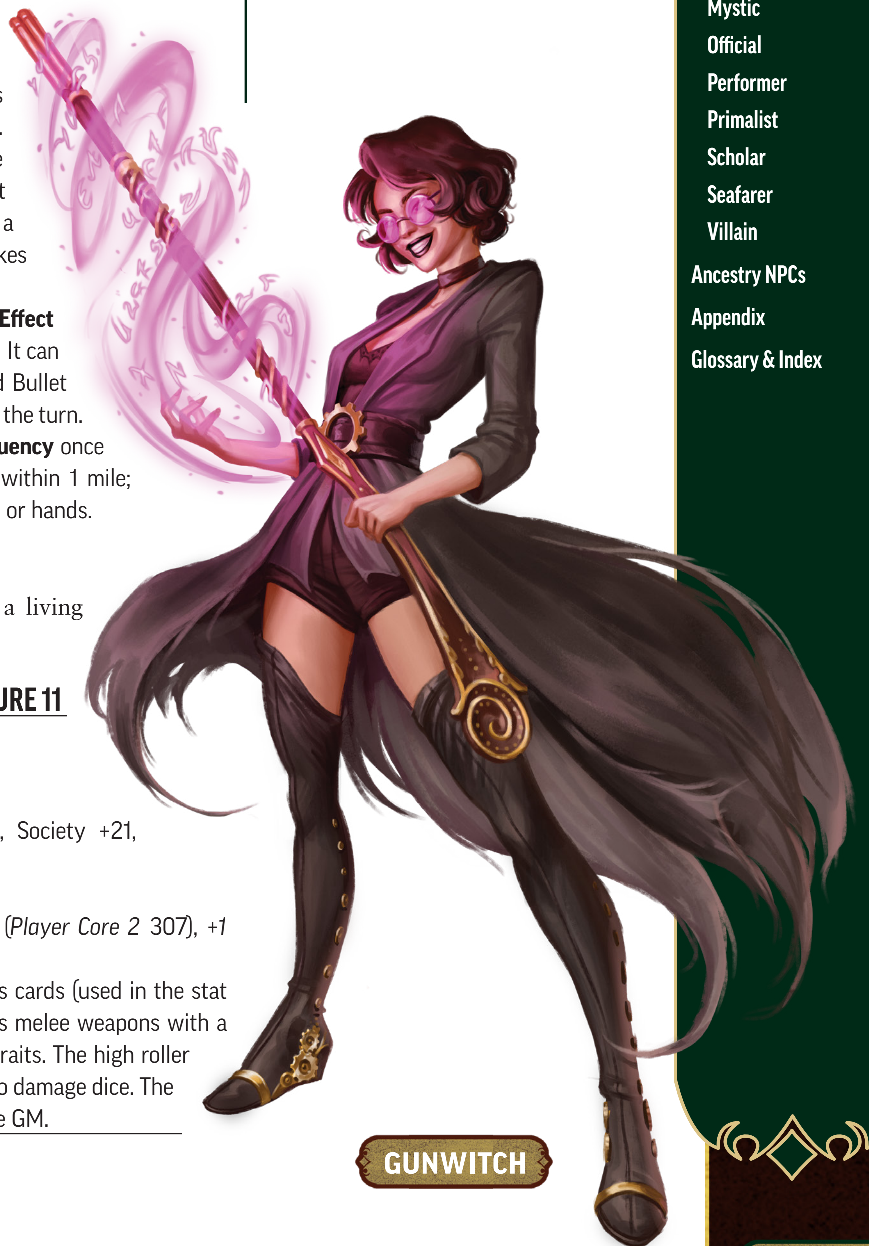
Bewitched Shot ◆◆ **Requirements** The gunwitch is wielding their firearm familiar and has a hex bullet loaded in it (see Hex Bullet); **Effect** The gunwitch Casts a Spell that takes 1 or 2 actions to cast into their bullet, then Strikes with their firearm familiar, shooting the magic bullet. This counts as two attacks for the gunwitch's multiple attack penalty. On a hit, the target is also affected by the spell, though the target gets any normal defenses allowed by the spell.

If the spell is targeted, it targets the creature that was hit and no one else. If the spell is an area, the target must be in the area. A burst is centered on a corner of the target's square if the target is Medium or smaller or the corner of a square closest to the creature's center if it's Large or larger. A cone or line emits from a square of the gunwitch's choice adjacent to the target.

Bullet Storm ◆◆ (concentrate, occult) **Requirements** The gunwitch is wielding their firearm familiar and has a hex bullet loaded into it (see Hex Bullet); **Effect** The gunwitch unleashes a flurry of projectiles. Each creature in a 60-foot emanation takes 8d6 piercing damage with a DC 25 basic Reflex save.

Hex Bullet ◆ (concentrate, occult) **Frequency** once per round; **Effect** The gunwitch conjures a magical hex bullet in their firearm. It can be used as a normal bullet or for the Bewitched Shot and Bullet Storm abilities. The bullet vanishes if not fired by the end of the turn.

Recall Firearm ◆◆◆ (concentrate, occult, teleportation) **Frequency** once per day; **Requirement** The gunwitch's firearm familiar is within 1 mile; **Effect** The gunwitch summons their firearm into their hand or hands.



GUNWITCH

FAMILIAR FIREARMS

Many gunwitches wield weapons that are both firearms and magic weapons or implements in some form, which serves in place of a regular witch's familiar. As most gunwitches—rare as they are—make their own weaponry, it's speculated that the gunwitch's patron is the one who provides the blueprints for their sophisticated magical firearm.

High Roller

Those with a particular mastery over luck can make a living through games of chance as professional gamblers.

HIGH ROLLER CREATURE 11

MEDIUM HUMAN HUMANOID

Perception +22 (+26 for Sense Motive)

Languages Common

Skills Deception +24, Games Lore +26, Intimidation +22, Society +21, Thievery +22

Str +1, **Dex** +5, **Con** +0, **Int** +2, **Wis** +3, **Cha** +5

Items playing cards (54-card deck), *predictable silver piece* (*Player Core 2* 307), *+1 striking rapier*

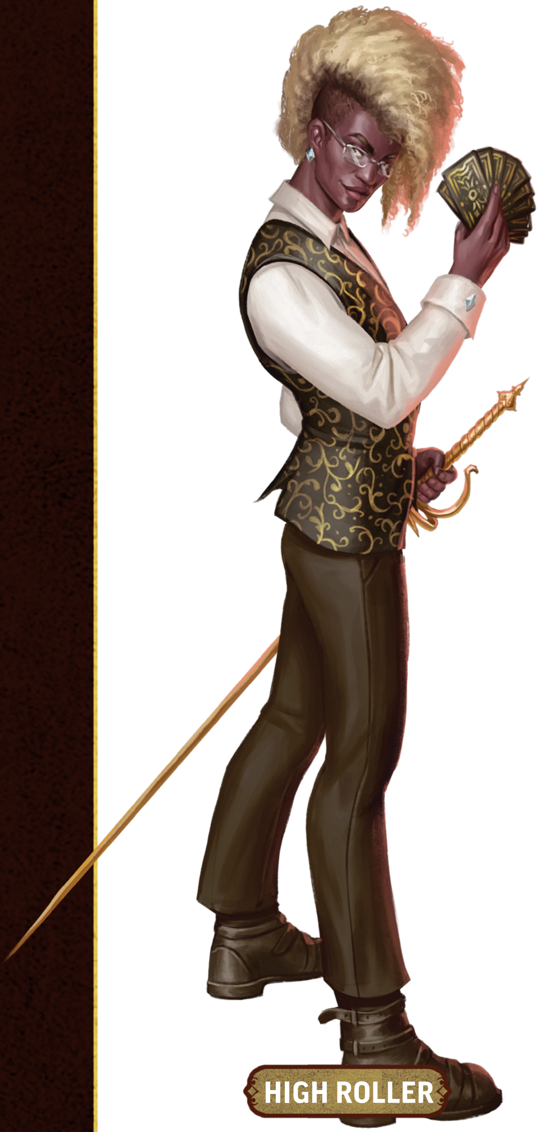
Gaming Arsenal The high roller treats all game tools—such as cards (used in the stat block's Strike entries), dice, coins, and gambling tokens—as melee weapons with a d4 damage die and the agile, finesse and thrown 20 feet traits. The high roller gets a +1 item bonus to attack rolls with them and deals two damage dice. The damage type depends on the item and is determined by the GM.

AC 30; **Fort** +17, **Ref** +24, **Will** +22

HP 150

MAVERICKS AND DUELS

Mavericks tend to jump into duels at the drop of a hat, ready for a true test of their intuition and reflexes. A duel encounter uses the duels subsystem (*GM Core* 202). A peerless duelist is truly exceptional (and already has all the dueling actions used in the subsystem due to their skills). If you want another NPC to have more options in duels, you can swap one of their existing skills for Deception or Intimidation.



HIGH ROLLER

Tip the Scales ⤾ (divine, fortune) **Trigger** A creature the high roller is observing critically fails a check; **Effect** The high roller picks up on luck that others dropped. They roll twice on their next d20 roll before the end of their next turn and take the better result.

Speed 25 feet

Melee ◆ *rapier* +23 (deadly d8, disarm, finesse, magical), **Damage** 2d6+11 piercing

Melee ◆ fist +22 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

Melee ◆ card +23 (agile, finesse), **Damage** 2d4+11 slashing

Ranged ◆ card +23 (agile, thrown 20 feet), **Damage** 2d4+11 slashing

Lucky Momentum ◆ **Requirements** The high roller's last action was a critical success; **Effect** The high roller either Strides twice or attempts a Strike that deals an additional 4d6 precision damage and deals half damage on a failure (but not a critical failure).

Royal Flush Flurry ◆◆ **Frequency** once per hour; **Requirements** The high roller has at least 16 cards in one hand; **Effect** The high roller unleashes the cards in a 30-foot cone, dealing 16d4 slashing damage to all creatures in the area with a DC 30 basic Reflex save. This ability expends the full deck of cards held.

Peerless Duelist

Rumors circulate in the saloons that an undefeated master duelist roams the roads, waiting for their next contest.

PEERLESS DUELIST CREATURE 12

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +24 (+27 for initiative); tremorsense 30 feet

Languages Common

Skills Acrobatics +25, Athletics +23, Crafting +22, Deception +24, Dueling Lore +25, Intimidation +26

Str +3, **Dex** +5, **Con** +3, **Int** +0, **Wis** +3, **Cha** +2

Items *obsidian goggles*, *+1 striking dueling pistol* (2, 40 rounds; page 50)

I See You The peerless duelist's Perception checks and firearm Strikes ignore lesser cover and the concealed condition.

AC 33; **Fort** +21, **Ref** +25, **Will** +21

HP 200

Threatening Aura (aura, emotion, fear, mental) 60 feet, Will DC 30. The duelist's presence makes foes hesitate. Any enemy that enters or starts its turn in the aura must succeed at the Will save or be stunned 1. Regardless of the result of its save, the creature is temporarily immune for 1 day.

Shoot First ⤾ **Trigger** An attacker the duelist can see targets them with a Strike or spell; **Requirement** The duelist is holding a loaded firearm; **Effect** The duelist makes a firearm Strike against the triggering creature. On a critical hit, they disrupt the triggering action.

Speed 25 feet

Melee ◆ fist +25 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

Ranged ◆ *dueling pistol* +26 (concealable, concussive, fatal d10, magical, range increment 60 feet, reload 1), **Damage** 3d6+13 piercing

Ace Shooter The peerless duelist deals an extra die of damage on any firearm Strike they attempt. This extra damage is already included in their *dueling pistol* Strike.

Disarming Shot ◆ The duelist fires a dueling pistol to attempt a Disarm an enemy at range with the bullet. The duelist attempts an attack roll with the dueling pistol instead of an Athletics check, taking any penalty appropriate for the firearm's range increment. The duelist doesn't have to meet the requirements of the Disarm action.

Instead of Disarming, the duelist can use Disarming Shot to attempt an Escape action for the benefit of themself or an ally within range.

Double Reload ◆ **Requirements** The peerless duelist has an empty dueling pistol in each hand; **Effect** The peerless duelist Interacts to reload both dueling pistols.

Retired Adjustments

Veteran mavericks—or any person of a particular talent—can choose or be forced to retire. Whether they get to fade into obscurity, though, is a whole other story.

- Decrease the creature's level by 1.
- The creature gains the Deception skill if it doesn't already have it. The creature has a +4 circumstance bonus to hide its identity. The NPC loses the bonus against creatures that witness it successfully Striking in combat or using the Still Got It! action.
- The creature gains a Lore skill relevant to its career in retirement, such as Cooking Lore, Farming Lore, Guild Lore, or Sailing Lore. This typically uses the high skill modifier for the creature's level.
- Typically, you remove any combat items, as well as attacks and abilities that rely on any of these items. These items are usually readily retrievable from a hidden cache.
- Add the following abilities.

Rusty The NPC is out of practice. They take a –1 status penalty to all their rolls and DCs. The NPC also rolls twice on initiative rolls and takes the lower result; this is a misfortune effect.

Still Got It! ◆ **Frequency** once per encounter; **Requirements** The retired creature is in a combat encounter and has either made a critical hit or is in the second round of their encounter; **Effect** The retired creature gains temporary Hit Points equal to its level that last until the end of the encounter. The retired creature also suppresses the effects of being rusty until the end of the encounter.

Gunwitch Weapons

Gunwitches wield musket staves or pistol wands which hold spells of their choosing. The stat blocks below include the *musket staff* used by the gunwitch (page 78) and examples of other items with a similar purpose.

MUSKET STAFF OF FORCE ITEM 4

RARE FORCE MAGICAL STAFF

Price 100 gp

Usage held in 2 hands; **Bulk** 1

A stock carved of enchanted wood forms the base for a *musket staff*, a magic weapon used by a gunwitch as both a powerful firearm and magical staff. Many other variants exist with different spells. This *+1 flintlock musket* has a reinforced stock permanently attached to it, and the musket's *weapon potency* rune (and any other runes) applies to Strikes with the stock as well. The *musket staff* also contains spells and can be prepared following the same rules as a staff.

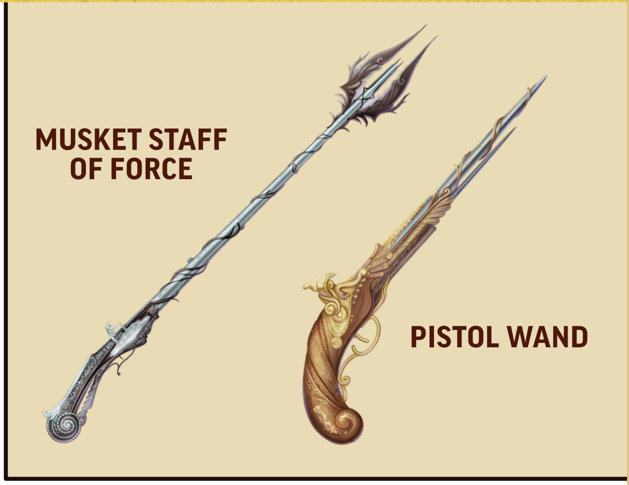
- **Cantrip** *shield*
- **1st** *force barrage*

MUSKET STAFF OF THE VOID ITEM 4

RARE MAGICAL STAFF VOID

Price 100 gp

Usage held in 2 hands; **Bulk** 1



This item functions like a *musket staff of force*, but contains different spells themed to void energy.

- **Cantrip** *void warp*
- **1st** *grim tendrils*

PISTOL WAND ITEM 4

RARE MAGICAL WAND

Price 100 gp

Usage held in 1 hand; **Bulk** 1

Used by gunwitches who want a bit more power each day, a *pistol wand* is a firearm that also contains an *enfeeble* spell that can be cast using the same rules as a wand. Many other variants exist with different 1st-rank spells. This *+1 flintlock pistol* has a reinforced stock permanently attached to it, and the pistol's *potency* rune (and any other runes) applies to Strikes with the stock as well.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *enfeeble*.

MAVERICK ALIASES & NICKNAMES

d20	Alias/Nickname
1	Ace
2	Cook/Cookie
3	Lady Gray
4	Lucky
5	Nighthawk
6	The Fixer
7	The Jackal
8	The Stranger
9	Tiny
10	Watcher
11	Deadeye
12	One-shot
13	Black Powder
14	Rattlesnake
15	Bullet Breath
16	Goblin Guts
17	Griffon-eye
18	Hellfire
19	Bootflap
20	The Fightin' Fugitive

MERCENARY BANTER

Here's some parlance commonly used by mercenaries.

Crackster: Someone adept at breaking locks or safes.

Diving: Theft or smuggling below ground, often through tunnels.

Foxing: To play at being asleep, usually for an ambush.

Medic: A healer.

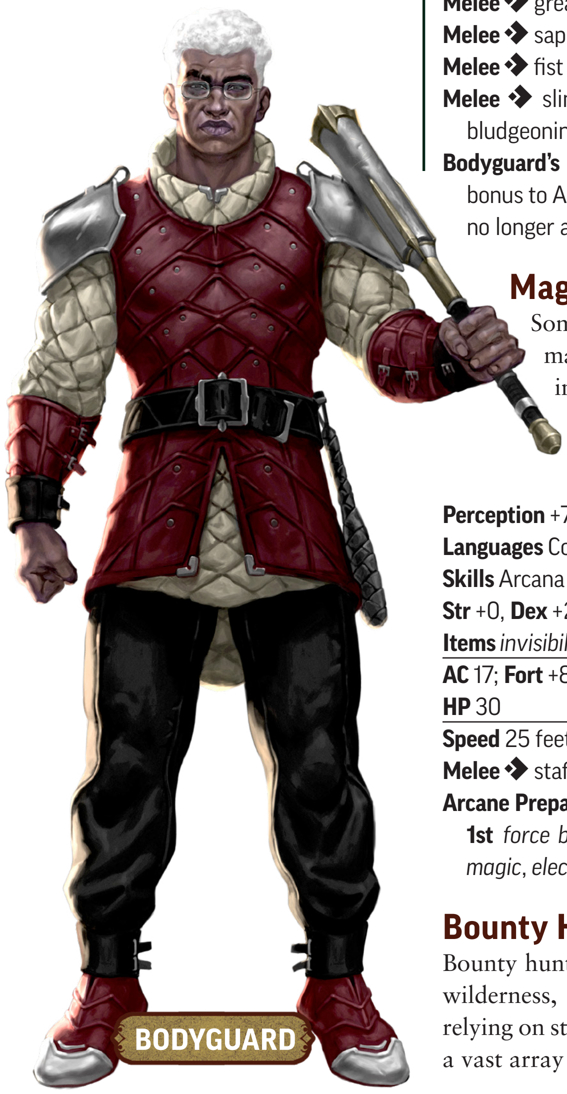
Ram: A hard-hitting warrior.

Slinger: A spellcaster.

Sway of Coin: Swearing allegiance to whoever pays the most.

Waterline: A mercenary company's money: "Take time in town while the waterline's high, everyone."

Whisperer: Anyone who can move stealthily.



MERCENARY

Whether they're hired to wage war, protect a caravan, or infiltrate an impenetrable fortress, there's ample work for mercenaries all over Golarion.

Bodyguard

Hired to protect someone famous or powerful, bodyguards use intimidation, quick wits, and martial skill to keep their charges safe. Such mercenaries might be auxiliaries to a noble's personal guards, but with special directives to safeguard their patrons.

BODYGUARD — CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Athletics +7, Intimidation +6, Society +2

Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0

Items greatclub, sap, sling, studded leather

AC 16; **Fort** +8, **Ref** +7, **Will** +4

HP 25

Bodyguard's Reprisal ⤾ **Trigger** A creature attacks the subject of bodyguard's defense; **Effect** The bodyguard makes a Strike against the triggering creature.

Speed 25 feet

Melee ◆ greatclub +7 (backswing, shove), **Damage** 1d10+4 bludgeoning

Melee ◆ sap +7 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Melee ◆ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+2 bludgeoning

Bodyguard's Defense ◆ The bodyguard grants an adjacent ally a +2 circumstance bonus to AC. This lasts until the start of the bodyguard's next turn or until the ally is no longer adjacent, whichever comes first.

Mage for Hire

Some mercenaries sell magical talents to earn a living. While there are many types of mages for hire, some of the sneakiest are specialized in scrying, using their skills for infiltration and sabotage.

MAGE FOR HIRE — CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Arcana +11, Society +9, Stealth +7, Thievery +9

Str +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +1, **Cha** +1

Items *invisibility potion*, spellbook, staff, thieves' toolkit

AC 17; **Fort** +8, **Ref** +9, **Will** +10

HP 30

Speed 25 feet

Melee ◆ staff +7 (two-hand d8), **Damage** 1d4 bludgeoning

Arcane Prepared Spells DC 20, attack +12; **2nd** *floating flame*, *knock*, *see the unseen*; **1st** *force barrage*, *grease*, *mystic armor*, *sure strike*; **Cantrips (2nd)** *daze*, *detect magic*, *electric arc*, *light*, *message*, *shield*, *telekinetic hand*

Bounty Hunter

Bounty hunters are constantly on the move, whether within city walls or the wilderness, trailing their fugitive quarries for capture… or disposal. Often relying on stealth or deception as much as martial skill, bounty hunters employ a vast array of talents to accomplish their goals and collect the hefty payout.

BOUNTY HUNTER CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Athletics +9, Deception +10, Diplomacy +8, Intimidation +8, Stealth +12, Survival +9

Str +3, **Dex**, +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +0

Items crossbow (10 bolts), falchion, simple manacles, studded leather

AC 21; **Fort** +9, **Ref** +12, **Will** +11

HP 60

Speed 25 feet

Melee ◆ falchion +13 (forceful, sweep), **Damage** 1d10+6 slashing

Ranged ◆ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Hunt Prey ◆ (concentrate) The bounty hunter designates a single creature they can see and hear, or one they're Tracking or Gathering Information about, as their prey. The bounty hunter gains a +2 circumstance bonus to Perception checks to Seek the prey, to Survival checks to Track the prey, and to Diplomacy checks to Gather Information about the prey. This effect lasts until they use Hunt Prey again.

Running Reload ◆ The bounty hunter Stride, Steps, or Sneaks, and then Interacts to reload.

Precision Edge The first time the bounty hunter hits their hunted prey in a round, they deal an additional 1d8 precision damage.

Posse's Edge The bounty hunter and their allies gain a +1 circumstance bonus on initiative rolls if the opposing side includes their hunted prey.

Monster Hunter

Some mercenaries eschew the complications of politics and fealty and just get paid to hunt monsters. It's a straightforward form of mercenary service, often dangerous in the extreme, but one that can yield glory and fame.

MONSTER HUNTER CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Athletics +15, Monster Lore +13, Stealth +13, Survival +11

Str +4, **Dex** +3, **Con** +3, **Int** +1, **Wis** +1, **Cha** +1

Items composite longbow (20 arrows), *+1 greataxe*, hide armor

Favored Game A monster hunter specializes in bringing down certain non-humanoid creatures. These favored game are typically animals and beasts, but an individual might hunt dragons, plants, or more specialized creatures like tigers or manticores.

AC 22; **Fort** +15, **Ref** +11, **Will** +13

HP 105

Reactive Strike ↺ (page 231)

Speed 20 feet

Melee ◆ *greataxe* +15 (magical, sweep), **Damage** 1d12+8 slashing plus primal fear

Ranged ◆ composite longbow +14 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+6 piercing plus primal fear

Hunter's Onslaught ◆ (concentrate, emotion, mental) **Frequency** once per hour; **Requirements** The monster hunter isn't fatigued; **Effect** The monster hunter leads an attack against their monstrous foe. The monster hunter chooses an enemy they can see that qualifies as their favored game. The monster hunter becomes fascinated by that creature and gains 10 temporary Hit Points that last as long as the onslaught does. During the onslaught, the hunter gains a +8 status bonus to damage rolls against the designated enemy, and allies in a 30-foot aura around the hunter gain half that bonus. The onslaught lasts for 1 minute or until either the monster hunter or the designated creature falls unconscious.

HOW TO HUNT A MONSTER

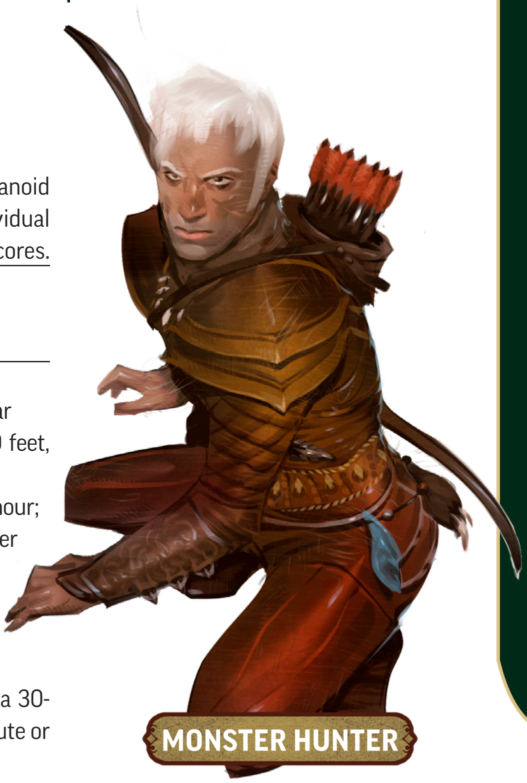
Monster hunters fight in different ways. You can replace Sudden Charge with one of the following.

Mighty Swing ◆◆ The monster hunter makes a melee Strike that deals an additional 1d12 damage. This counts as two attacks when calculating their multiple attack penalty.

Far Swing ◆ The monster hunter makes a Strike with a melee weapon, increasing their reach by 5 feet for that Strike.

Brutish Maneuvers The monster hunter can Reposition, Shove, or Trip an enemy up to two sizes larger than them, and can use these actions while wielding a two-handed weapon.

Big Game Hunter The monster hunter gains a +1 circumstance bonus to AC against attacks made by creatures that are Large or larger. Additionally, whenever the monster hunter deals damage to a creature that is Large or larger, they gain 5 temporary Hit Points that last until the start of their next turn.



MONSTER HUNTER

JOINING UP

Different mercenary bands have different requirements for prospective members. Being able to fight is just the start. Bands with more honorable reputations require rigorous interviews, blood oaths, and even background checks, while bands with more dubious reputations will take on a skilled fighter with no questions asked. On occasion, bands tend to form along ancestry lines. Orcs, hobgoblins, and dwarves all have storied mercenary bands wandering the Inner Sea region, but almost all of them will take one recruit who's not of their ancestry if their skills are valuable enough.

Primal Fear (emotion, fear, mental) When the monster hunter hits a creature that qualifies as their favored game, that creature is frightened 1 (or frightened 2 on a critical hit).

Sudden Charge ◆◆ The monster hunter Strides twice and makes a melee Strike.

Mage Killer

Whenever high command needs an enemy spellcaster taken off the board in the midst of battle, they send in a mage killer.

MAGE KILLER — CREATURE 8

MEDIUM | HUMAN | HUMANOID

Perception +16

Languages Common

Skills Acrobatics +17, Arcana +13, Athletics +16 (+18 to disarm magic staves and wands), Stealth +18

Str +4, **Dex** +5, **Con** +2, **Int** +1, **Wis** +2, **Cha** +0

Items daggers (4), *+1 striking rapier,* studded leather armor

---

AC 25; **Fort** +16, **Ref** +17, **Will** +16

HP 145; **Resistances** cold 10

Spell Dodge ↺ **Trigger** The mage killer is targeted by a spell; **Effect** The mage killer gains a +2 circumstance bonus to AC and saving throws against the triggering spell.

Spell Interception ↺ **Trigger** A creature within 10 feet of the mage killer Casts a Spell; **Effect** The mage killer makes a melee Strike or thrown dagger Strike against the triggering creature. If it hits, the spell is disrupted.

Speed 25 feet

Melee ◆ *rapier* +20 (deadly d8, disarm, finesse, magical), **Damage** 2d6+10 piercing plus magical static

Melee ◆ dagger +19 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+10 piercing plus magical static

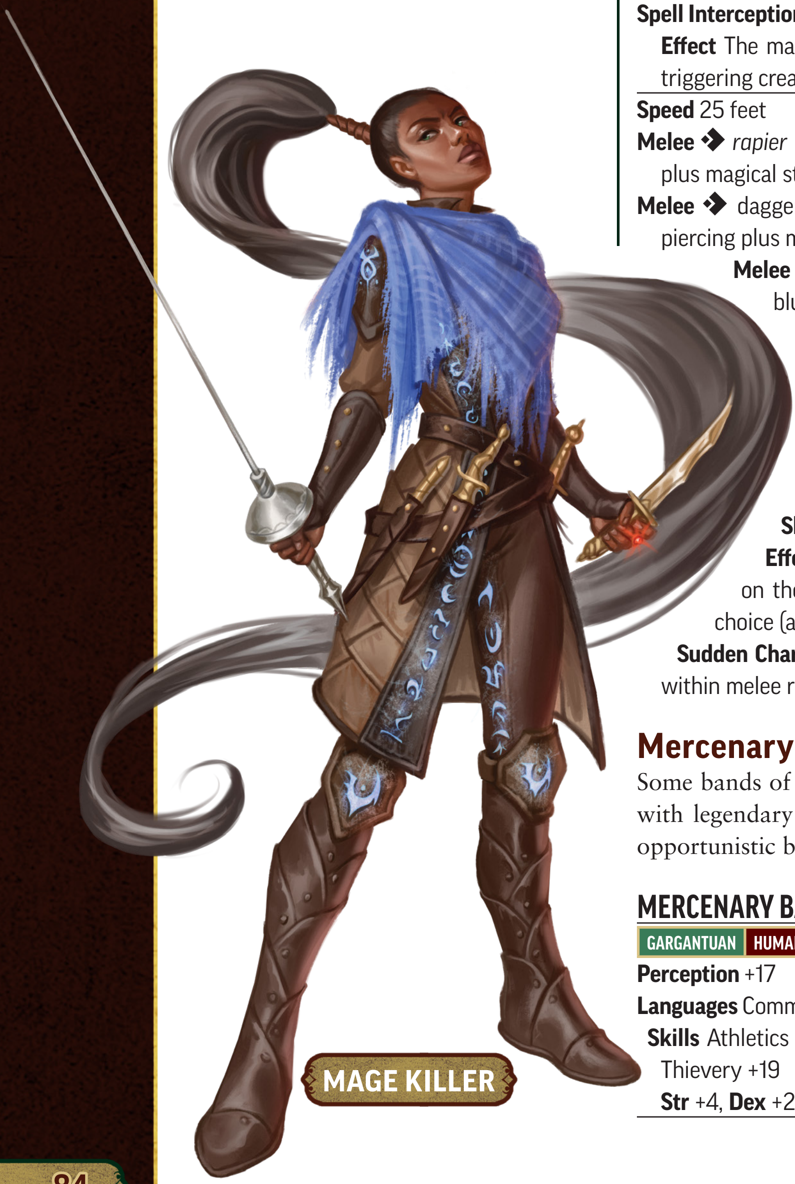
Melee ◆ fist +19 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning plus magical static

Ranged ◆ dagger +19 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+10 piercing plus magical static

Magical Static (arcane, mental) The mage killer's Strikes deal an additional 1d8 mental damage to a creature that has Cast (or attempted to Cast) a Spell within the last round, and on a critical hit, the creature is stupefied 1 for 1 minute.

Shift Energy Runes ◆ (arcane, concentrate) **Frequency** once per hour; **Effect** The mage killer alters the magical countermeasures in the runes on their armor. They change their resistance to the energy type of their choice (acid, cold, electricity, fire, force, sonic, vitality, or void).

Sudden Charge ◆◆ The mage killer Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against it.


MAGE KILLER

Mercenary Band

Some bands of experienced soldiers have storied reputations, their rolls filled with legendary warriors. Others are whispered of for their cruel deeds and opportunistic betrayals.

MERCENARY BAND — CREATURE 9

GARGANTUAN | HUMAN | HUMANOID | TROOP

Perception +17

Languages Common

Skills Athletics +19, Intimidation +18, Military Lore +14, Society +14, Survival +15, Thievery +19

Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +2, **Cha** +1

AC 26; **Fort** +18, **Ref** +17, **Will** +15

HP 180; **Thresholds** 120 (3 segments), 60 (2 segments); **Weaknesses** area damage 10, splash damage 10

Troop Defenses (page 231)

Speed 25 feet; troop movement (page 231)

Let 'em Have It! ◆ to ◆◆◆ **Frequency** once per round; **Effect** The mercenary band engages in a coordinated attack with its wide array of melee weapons against each enemy in a 5-foot emanation with a DC 25 basic Reflex save. The damage depends on the number of actions.

- ◆ 1d8+2 bludgeoning, piercing, or slashing
- ◆◆ 3d8+4 bludgeoning, piercing, or slashing
- ◆◆◆ 4d8+6 bludgeoning, piercing, or slashing

Ready... Fire! ◆◆ The mercenary band draws or reloads their bows, crossbows, and slings, then launches a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 2d8+4 piercing or bludgeoning damage with a DC 25 basic Reflex save. When the mercenary band is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Spoils of War ◆ **Requirements** The band's last action was Let 'em Have It and at least one creature failed its save; **Effect** The mercenary band attempts to Steal one object from each enemy that failed its save, even if the enemy is in combat or on guard.

GROUP DECISIONS

In any large group of mercenaries, it becomes extremely important to determine which clients to take on. Though some mercenary bands have a strict hierarchy with a designated leader in charge, bands are typically much more democratic. In most bands, a simple majority vote determines whether an offer is accepted or declined. Other groups fall in the middle, using a democratic election to select an individual leader or small council to make deals on their behalf.

Exiled Revolutionary

Forces hire an exiled revolutionary because they were once part of the enemy. A lost scion, noble who spoke against tyranny, or wrongly persecuted politician possesses an intimate knowledge of their foe's tactics, logistics, and territory.

EXILED REVOLUTIONARY — CREATURE 10

MEDIUM **HUMAN** **HUMANOID**

Perception +17 (+20 to Sense Motive)

Languages Common

Skills Acrobatics +18, Athletics +15, Deception +19, Diplomacy +19, Intimidation +17, Lore (home region or settlement) +22, Society +20, Stealth +20, Thievery +18

Str +4, **Dex** +5, **Con** +0, **Int** +3, **Wis** +2, **Cha** +4

Items *+1 composite longbow* (20 arrows), leather armor, *+1 striking longsword*, signet ring, thieves' toolkit, wyvern poison (2)

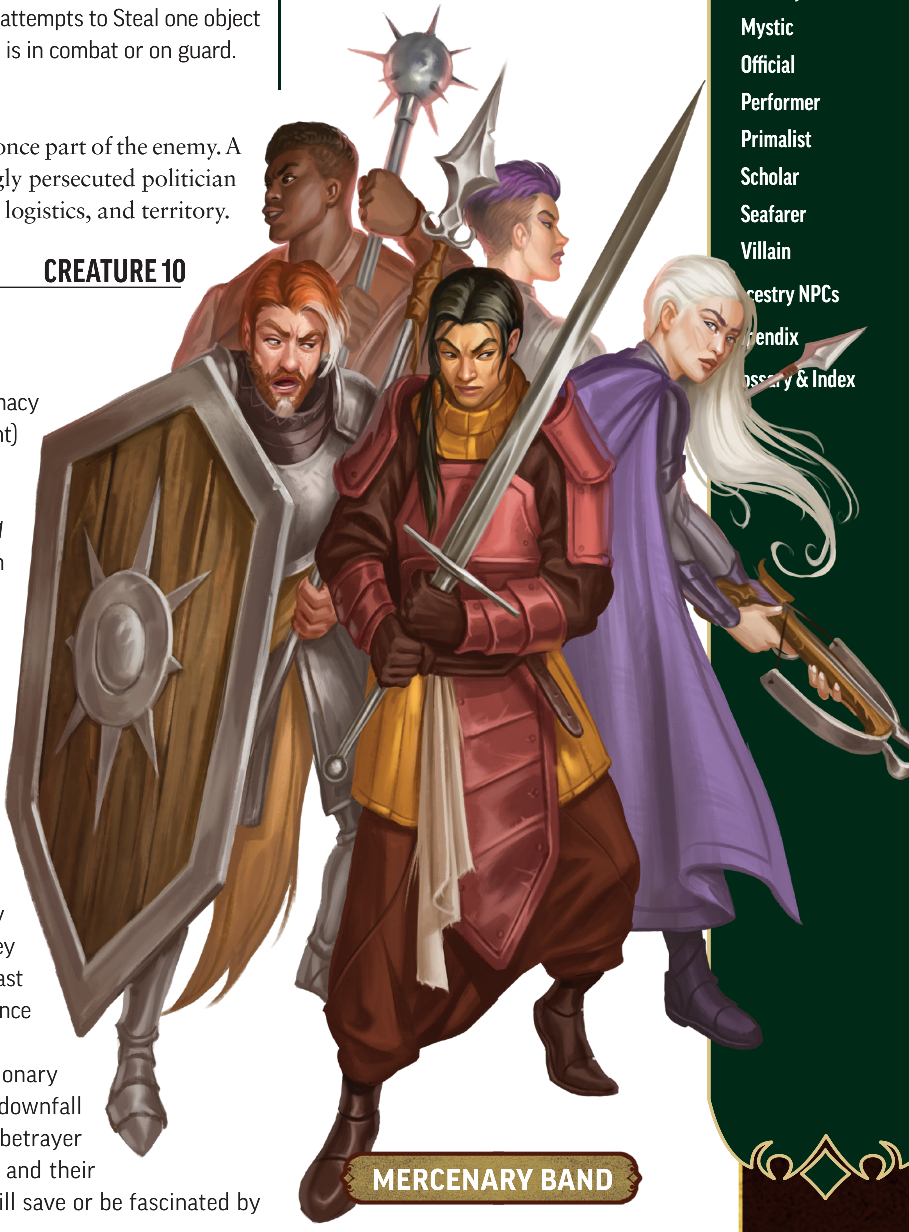
Former Courtier An exiled revolutionary remembers well their former realm. In their home realm, be it a manor, castle, or capital city, the exiled revolutionary gains a +4 circumstance bonus to Perception checks and Will saves, and to Deception, Diplomacy, Intimidation, and Stealth checks, and is a 12th-level challenge in the arena of noble politics.

AC 28; **Fort** +17, **Ref** +20, **Will** +17

HP 140

Follow Me (aura, visual) 20 feet. This aura is active only while in the exiled revolutionary's home realm, as they share knowledge to avoid guard patrols and get past checkpoints. Any ally in the aura gets a +2 circumstance bonus to Deception and Stealth checks.

It's... You! (emotion, mental) When the exiled revolutionary sees or hears someone who was part of their downfall in person, they break cover and attack their betrayer immediately, even if their actions would doom them and their allies. The revolutionary must succeed at a DC 35 Will save or be fascinated by



MERCENARY BAND

their betrayer and unable to cease targeting them exclusively until the betrayer is defeated.

An ally can convince the revolutionary to forgo their vengeance with a DC 30 Diplomacy check to make a Request. This lasts for 1 minute, but talking the revolutionary down after that time requires more thorough engagement.

Reactive Strike ↺ (page 231)

Speed 25 feet

Melee ◆ *longsword* +21 (magical, versatile P), **Damage** 2d8+10 slashing

Melee ◆ fist +20 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

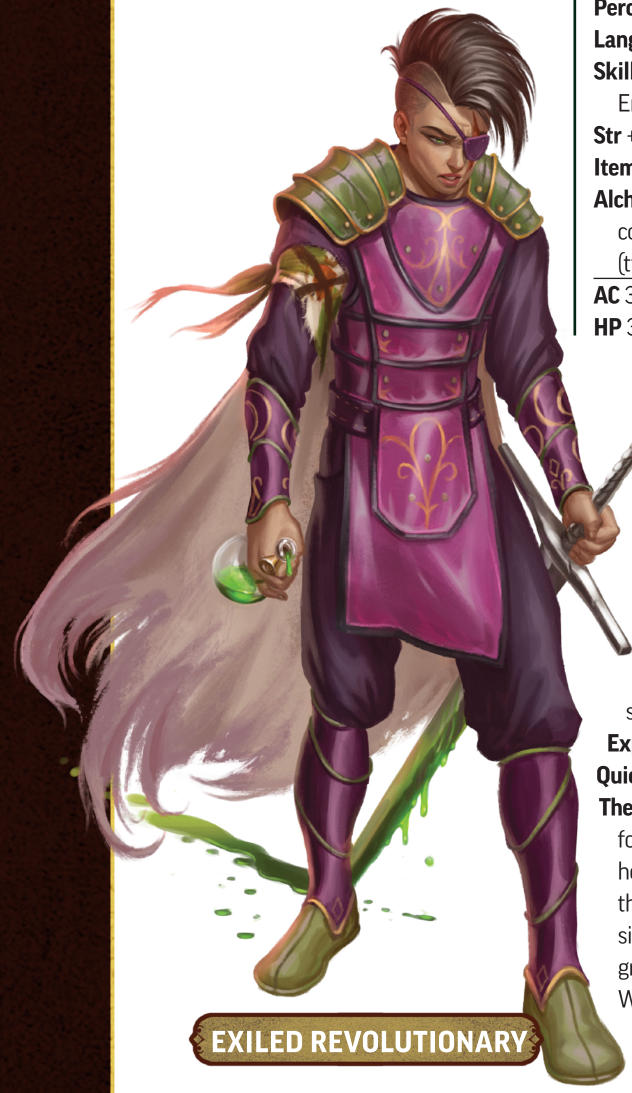
Ranged ◆ *composite longbow* +21 (deadly d10, propulsive, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

Darting Feint ◆◆ The exiled revolutionary Feints, Steps, and Strikes in any order.

Sneak Attack The exiled revolutionary deals an additional 2d6 precision damage to off-guard creatures.

BETRAYING THE BETRAYED

Exiled revolutionaries can make for valuable allies, especially if their goals align with the PCs. However, the exiled revolutionary has been a victim of extreme betrayal and constantly guards against it. PCs should take care when considering going back on their word with an exiled revolutionary. Should anyone act in a way that the exiled revolutionary might perceive as a betrayal, the revolutionary will dedicate their life to avenging the perceived transgression, even becoming a villainous instrument of evil should that become necessary.



EXILED REVOLUTIONARY

Siegebreaker

When a well-constructed or magically warded fortification repels every assault, a siegebreaker is called in. These masters of alchemical destruction find that the bigger and more protected the wall, the more satisfying it is to break it.

SIEGEBREAKER — CREATURE 14

MEDIUM | HUMAN | HUMANOID

Perception +24

Languages Common

Skills Acrobatics +25, Athletics +23, Crafting +27 (+31 to Craft alchemical items), Engineering Lore +29, Siege Lore +29, Stealth +25, Thievery +23

Str +2, **Dex** +5, **Con** +4, **Int** +5, **Wis** +2, **Cha** +0

Items alchemist's toolkit, formula book, *+2 striking light mace*, *+1 resilient leather armor*

Alchemical Grenades A siegebreaker carries 15 alchemical grenades that deal either acid, cold, or fire damage plus 10 persistent damage and 10 splash damage of the same type (typically five of each damage type). They replenish these grenades each day.

AC 34; **Fort** +25, **Ref** +28, **Will** +23; **Resistances** alchemical items 10

HP 300

Explosive Compounds When an attacker scores a critical hit against the siegebreaker, one of the siegebreaker's alchemical grenades bursts. The GM determines the grenade randomly. The siegebreaker takes damage from the grenade as though they were hit by the grenade (applying their resistance normally), and any creature in a 10-foot emanation takes the splash damage.

Speed 25 feet

Melee ◆ *light mace* +27 (agile, finesse, magical, shove), **Damage** 2d4+18 bludgeoning

Melee ◆ fist +25 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+18 bludgeoning

Ranged ◆ alchemical grenade +27 (range increment 60 feet, splash), **Damage** 3d6 acid, cold, or fire plus 10 persistent damage and 10 splash damage of the same type

Expanded Splash The siegebreaker's grenades deal splash damage in a 10-foot radius.

Quick Grenadier ◆ The siegebreaker Interacts to draw a grenade, then Strikes with it.

The Wall Must Fall (exploration) **Requirements** The siegebreaker is at the base of a fortified wall; **Effect** The siegebreaker has studied for years to gain exact knowledge of how to combine the alchemical ingredients in their grenades to exponentially multiply their power, creating a terrifying siege-ender bomb that can break open a city wall. The siegebreaker spends 10 minutes combining the ingredients from 9 different alchemical grenades of their choice. The siegebreaker then sets a fuse timer up to 1 minute long. When time's up, the bomb explodes in a concentrated 20-foot burst, dealing 20d6 acid, cold, or fire damage that ignores up to 10 Hardness of structures. Any creature in the area can reduce the damage they take with a DC 37 basic Reflex save.

What Money Can't Buy

Many people perceive mercenaries as heartless people willing to do anything for money. This could not be further from the truth. Almost every mercenary has a line they will never cross. Many mercenaries won't kill children, others may refuse any job that puts their hometown in danger, and some balk at slaying unique or endangered beasts. Holding on to a piece of moral sentimentality helps ground a person through hard times and tough choices. Some philosophers question whether these moral lines are a true test of character or simply a way to justify all actions on the other side of the line without mentally vilifying oneself.

Mercenary Company Names

To randomly generate a name for a mercenary company, you can roll or choose twice this table for an adjective followed by a noun. Mix and match the structure or include proper names to add variety!

d20	Adjective	Noun
1	Anarchy's	Bastards
2	Beautiful	Bruisers
3	Dangerous	Dragons
4	Diamond	Fiends
5	Elite	Force
6	Fabulous	Gravediggers
7	Frontier	Hounds
8	Golden	Irregulars
9	Hell's	Killers
10	Iron	Legion
11	Lightning	Marvels
12	Royal	Reapers
13	Rugged	Roughnecks
14	Scarlet	Roustabouts
15	Silver	Scoundrels
16	Sinister	Scrappers
17	Unholy	Shadows
18	Unstoppable	Sharks
19	Valiant	Spiders
20	Wild	Undertakers

Bribes!

Unless a band of mercenaries prides themselves on their name or reputation, the PCs might be able to bribe them to switch sides or at least stand aside. The table offers some particular bribes, but the first entry—money—is usually the most direct option.

d20	Bribe
1–6	**Pay Us!** Give the mercenaries 5% of the Party Currency value from the row corresponding to the NPC's level on page 59 of *GM Core*.
7–10	**Gimme That!** Hand over a noteworthy item the NPCs know the PCs possess.
11–13	**Vouch for Us!** Put in a good word with an NPC in authority to give the mercenaries a job, pardon, or other service.
14–15	**Fight with Us!** Accompany the mercenaries to fight one of their foes.
16–17	**Lie for Us!** Spread rumors about the mercenaries' prowess, lie to their employer, or spread a similar falsehood.
18	**Heal Us!** Cure an injury, affliction, or other ailment a mercenary suffers from.
19	**Take This!** Courier something to the party's destination.
20	**Respect Us!** Give a gesture of respect or honor the mercenaries desire.

Superstitions

Many mercenaries are superstitious. In a dangerous and uncertain world, holding on to such habits brings a sense of comfort.

Sleep with Socks: This is a phrase used to describe sleeping with armor and a weapon close at hand. While it's simply practical to do so, many believe that the act of sleeping unprepared itself is what summons ambushes while sleeping.

Leave a Coin: Leaving a coin on the corpse of a personally significant foe is a way to show respect and is said to bring peace after the encounter.

Avoid Stepping on Flowers: Originally believed to be a turn of phrase that signifies avoiding unneeded trouble, it has grown into a very real superstition. Many mercenaries will actively avoid stepping on flowering plants lest they be struck with bad luck. Strangely enough, many druids seem to propagate this superstition or at least refuse to dispute it.

Triple Clean a Blade that Kills: Cleaning a weapon three times is believed to help clean a troubled mind after particularly traumatizing fights.

Collect Every Knife Found: Collecting knives is often more than a hobby for mercenaries. It is a ritual. Keeping knives from their journey is a promise that they will remember and keep what they learned to use another day. Also, extra knives are always useful.

Trophies

To grow their reputation and intimidate their opponents, mercenaries often take trophies from their vanquished opponents. Sometimes this practice grows into a superstition of its own—something that *must* be done after a battle to avoid bad luck. Examples include:

- Fingers
- Standards, signet rings or other meaningful tokens
- Teeth
- Weapons, shields, or fragments of armor
- Vials of blood
- Locks of hair
- One coin from each enemy
- Eyeballs

MILITARY NOMENCLATURE

Various cultures see war differently. Some see it as a game to be won, some as an art, and still others as the ultimate form of glory. These different perspectives can be reflected in the names used to describe military units and formations. Some militaries go to elaborate lengths to mislead their foes by bestowing ever-changing code names on various divisions and strategies. Others may borrow the names of beautiful animals or simply name units after favored weapons.

MILITARY

A military serves to defend and fight on behalf of nations and can be trained and deployed in various ways.

Combat Engineer

Be it a bridge to get a battalion across a river, watchtowers to pierce the fog of war, or fortifications to secure territory, armies have always needed those who can build. The combat engineer is a soldier specializing in these sorts of constructions.

COMBAT ENGINEER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Athletics +8, Crafting +13, Engineering Lore +15, Warfare Lore +13

Str +3, **Dex** +2, **Con** +1, **Int** +4, **Wis** +2, **Cha** +1

Items entrenching tool (functions as a pick), heavy crossbow (10 bolts), studded leather armor

Logistics Specialist In situations involving battlefield engineering or logistics, the combat engineer is a 5th-level challenge.

AC 15; **Fort** +8, **Ref** +5, **Will** +7

HP 20

Speed 25 feet

Melee ◆ entrenching tool +8 (fatal d10), **Damage** 1d6+3 piercing

Melee ◆ fist +8 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ◆ heavy crossbow +7 (range increment 120 feet, reload 2), **Damage** 1d10 piercing

Fortify (concentrate, exploration, manipulate) The combat engineer digs trenches and constructs earthen barricades at a rate of one 5-foot cube per hour. A combat engineer can instead direct the work of four allied Small or larger creatures to quadruple this rate.

Improvised Barricade ◆◆ (manipulate) **Requirements** The combat engineer has at least 5 Bulk of loose items or material within reach; **Effect** The combat engineer slaps together a 5-foot high barrier in an adjacent square. The barrier is an object with 10 Hit Points, 5 Hardness, AC 10, and it provides standard cover. After 1 minute, the barrier collapses under its own weight.

Infantry Soldier

Though low on the military hierarchy, infantry are still highly disciplined warriors, challenging for any ordinary person to face in combat.

INFANTRY SOLDIER CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Athletics +10, Intimidation +7, Warfare Lore +6

Str +4, **Dex** +0, **Con** +3, **Int** +0, **Wis** +2, **Cha** +1

Items chainmail, crossbow (10 bolts), shortsword, wooden shield (Hardness 3, Hit Points 12, BT 6)

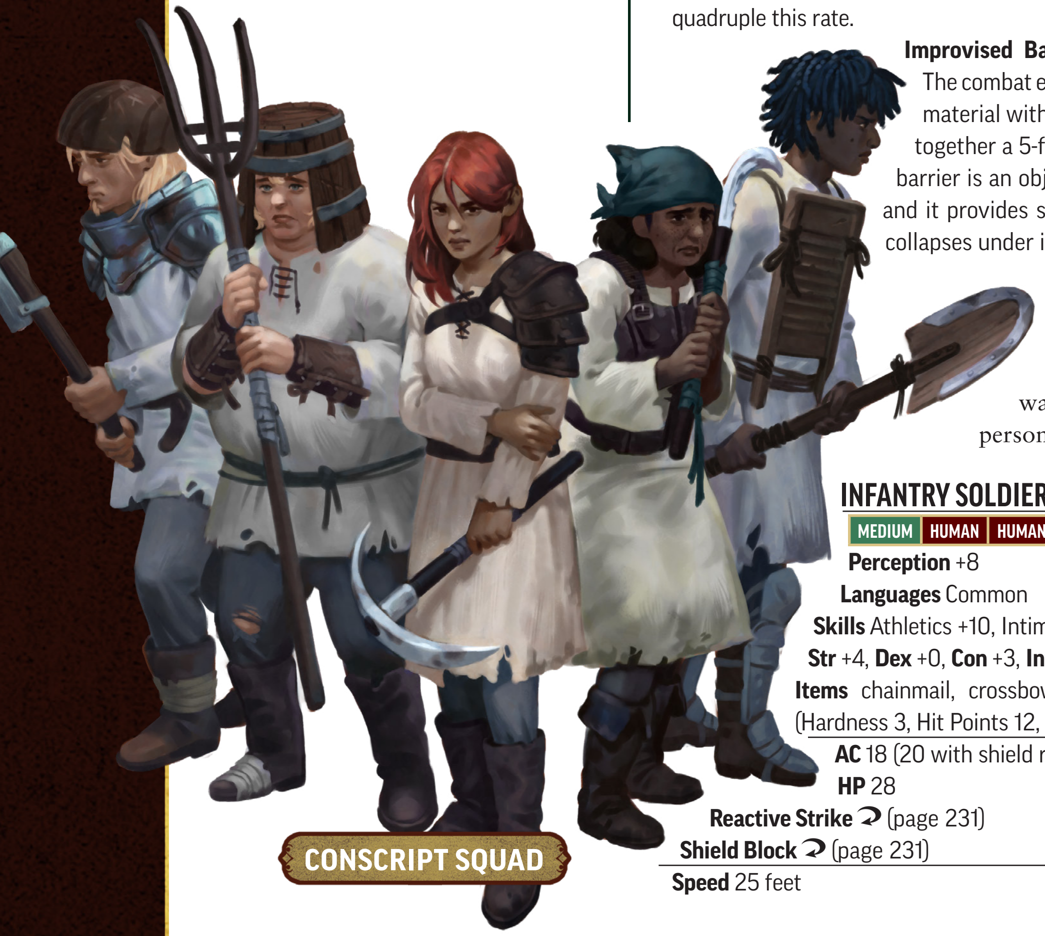
AC 18 (20 with shield raised); **Fort** +9, **Ref** +6, **Will** +6

HP 28

Reactive Strike ⤾ (page 231)

Shield Block ⤾ (page 231)

Speed 25 feet



CONSCRIPT SQUAD

Melee ◆ shortsword +10 (agile, versatile S), **Damage** 1d6+6 piercing
Melee ◆ fist +10 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning
Ranged ◆ crossbow +6 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing
Guardian Shield ◆ The infantry soldier Raises their Shield, but grants the benefit to an adjacent ally and can Shield Block for that ally. Guardian Shield ends early if at any point the ally is no longer adjacent.

Conscript Squad

Not all soldiers are on the battlefield by choice. Often armed with modified farm implements, conscripts are usually poorly trained and poorly organized. In the heat of battle, they're prone to misunderstand or disobey orders, causing casualties on both sides.

CONSCRIPT SQUAD — CREATURE 3

GARGANTUAN | HUMAN | HUMANOID | TROOP

Perception +8
Languages Common
Skills Athletics +9
Str +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** –1, **Cha** +0
Untrained Rabble At the start of each of its turns, the conscript squad must succeed at a DC 10 Will save or be confused that turn.

AC 18; **Fort** +11, **Ref** +9, **Will** +6; –2 circumstance to all saves vs. fear
HP 54 (4 segments); **Thresholds** 36 (3 segments), 18 (2 segments); **Weaknesses** area damage 5, splash damage 5
Troop Defenses (page 231)

Speed 25 feet; troop movement (page 231)
Indiscriminate Assault ◆ to ◆◆◆ **Frequency** once per round; **Effect** The conscript squad lashes out at each other creature in a 5-foot emanation, friend and foe, with a DC 17 basic Reflex save. The damage depends on the number of actions.
◆ 1d8 piercing damage
◆◆ 1d8+4 piercing damage
◆◆◆ 2d8+4 piercing damage

Standard Bearer

Within a troop, the standard bearer is a beacon of morale, cohesion, and camaraderie. They proudly wave the flag of the entity they fight for. Whether they lead the spearhead or provide support from the back lines, their presence alone is usually enough to rally the soldiers around them to continue fighting.

STANDARD BEARER — CREATURE 4

MEDIUM | HUMAN | HUMANOID

Perception +12
Languages Common
Skills Diplomacy +11, Medicine +10, Society +8, Warfare Lore +10
Str +2, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3
Items battle standard (attached to ranseur), chain shirt, healer's tools, ranseur, shortsword

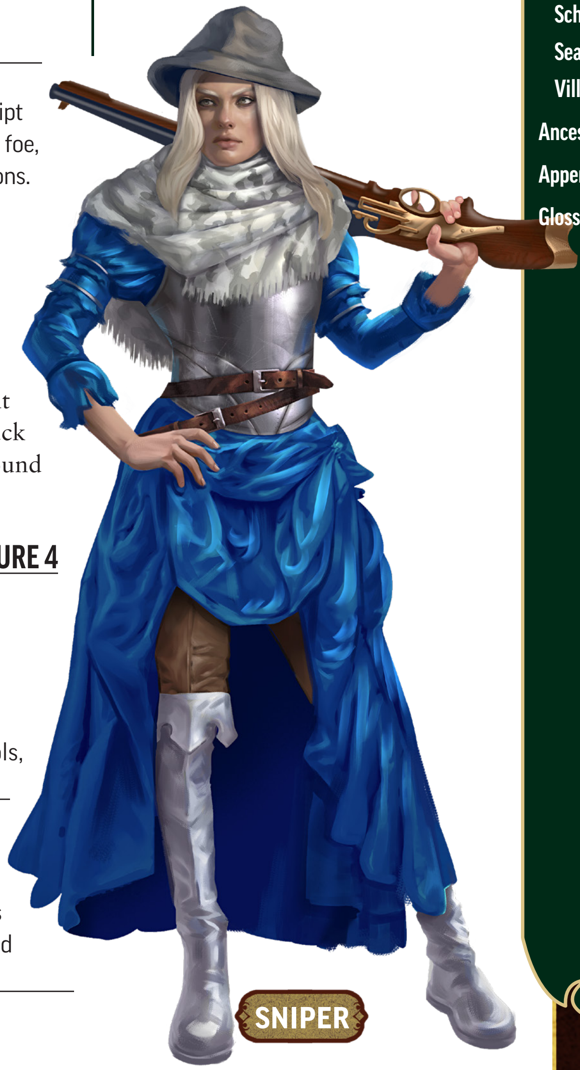
---

AC 20; **Fort** +10, **Ref** +8, **Will** +14
HP 60
Inspiring Aura (aura, emotion, mental, visual) 60 feet. The standard bearer and each ally in the aura who can see their battle standard gains a +1 status bonus to initiative rolls and saves against fear effects. Each time an affected creature gains the frightened condition, reduce the frightened value by 1.

Speed 25 feet
Melee ◆ ranseur +12 (disarm, reach 10 feet), **Damage** 1d10+8 piercing

THE STANDARD'S SIGNIFICANCE

To be a standard bearer is no easy task. On the battlefield, they serve as the premier representative of the organization they serve, and should their standard be captured or destroyed, it would result in a huge loss of morale. If a standard bearer returns to their company alive and without their battle standard, harsh punishments will soon follow. Outside of battle, standard bearers often make great efforts to befriend the rest of their platoon, as they're the soldier who will need the most protection once combat begins.



OUTFITTING A SNIPER

The weapons and armor of a sniper vary depending on how they wish to get the job done. Though this one uses an arquebus, many snipers choose to use longbows if gunpowder isn't an option or if they prefer more subtle means of killing. Snipers usually forgo wearing the colors of their company in favor of hues that best match their surroundings. They usually only carry a small insignia for identification purposes, and their position is usually on a need-to-know basis.

Melee ◆ shortsword+12 (agile, versatile S), **Damage** 1d6+8 piercing

Melee ◆ fist+12 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Signal the Advance! ◆◆ (mental, visual) The standard bearer raises their flag to the sky, signaling their allies to charge. Each ally affected by inspiring aura can use a reaction to Stand, Step, or Stride.

Stay in the Fight! ◆◆ (auditory, mental) The standard bearer shouts an inspiring cry. Each ally affected by inspiring aura gains 10 temporary Hit Points that last for 1 minute.

Sniper

A keen eye, a steady hand, and a killer instinct combine to form a ruthless, emotionless harbinger of death. A sniper usually works alone, though they're occasionally seen alongside a spotter or as part of a larger squad.

SNIPER — CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +15

Languages Common

Skills Acrobatics +11, Athletics +11, Medicine +11, Stealth +15, Survival +11

Str +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +4, **Cha** +0

Items arquebus (20 cartridges; page 50), dagger, silencer (4)

Silencer A silencer is an uncommon item worth 1 sp (*Pathfinder Guns & Gears* 178–179). It has light Bulk and can be attached to a firearm in 1 minute; the sniper typically already has one attached before going into combat. The first time a shot is fired through it, the silencer is consumed and reduces the report to a quiet noise. A silencer doesn't work on scatter firearms.

AC 21; **Fort** +10, **Ref** +15, **Will** +11

HP 65

Speed 25 feet

Melee ◆ dagger (agile, finesse, versatile S) +15, **Damage** 1d4+8 piercing

Melee ◆ fist (agile, finesse, nonlethal, unarmed) +15, **Damage** 1d4+8 bludgeoning

Ranged ◆ arquebus +15 (range 150 feet, concussive, fatal d12, kickback, reload 1), **Damage** 1d8+6 piercing

Ranged ◆ dagger (agile, thrown 10 feet, versatile S) +15, **Damage** 1d4+8 piercing

Concussive Shot ◆◆ The sniper makes an arquebus Strike against a creature within the weapon's first range increment. On a success, the creature must succeed at a DC 21 Fortitude save or be stunned 1 (stunned 2 on a critical failure).

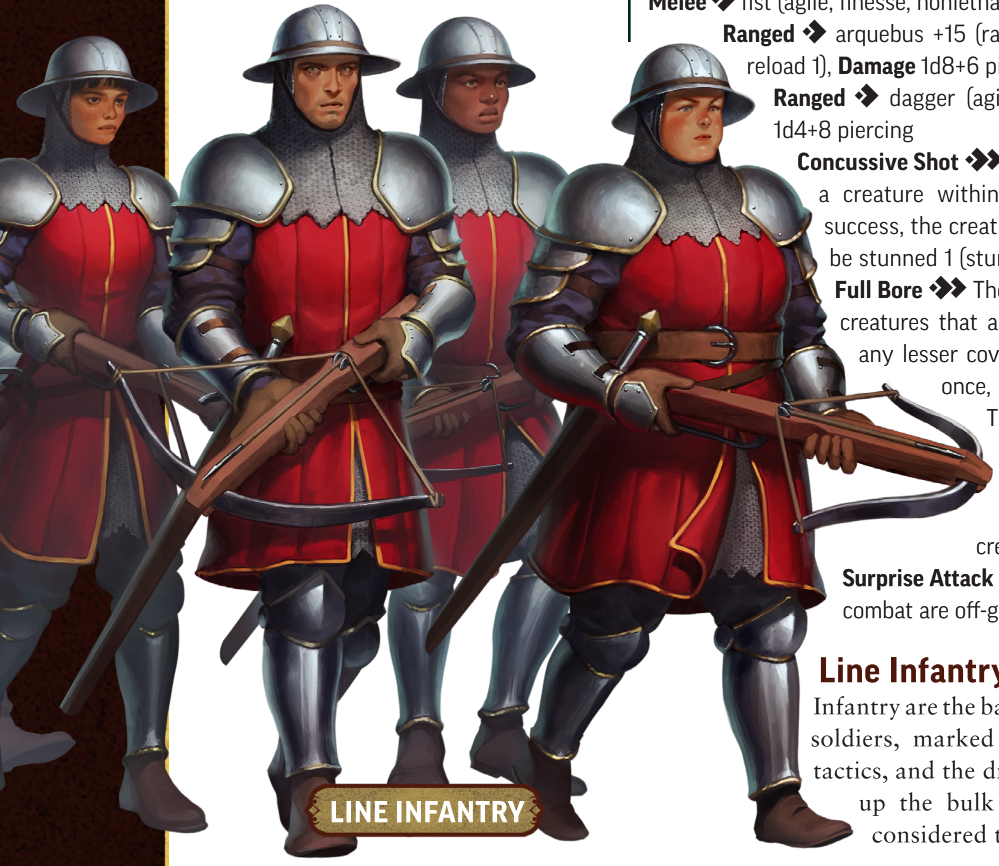
Full Bore ◆◆ The sniper makes an arquebus Strike against two creatures that are adjacent to each other. The attack ignores any lesser cover one target provides the other. Roll damage once, and apply it to each creature the sniper hits. This counts as two attacks when determining the sniper's multiple attack penalty.

Sniper's Edge The sniper's ranged Strikes deal 2d6 extra precision damage to off-guard creatures.

Surprise Attack All enemy creatures that have not yet acted in combat are off-guard to the sniper.

Line Infantry

Infantry are the backbone of most armies. These professional soldiers, marked by matching uniforms, straightforward tactics, and the drive to follow well-practiced orders, make up the bulk of most military forces—but are often considered the most expendable.



LINE INFANTRY

LINE INFANTRY CREATURE 6

GARGANTUAN HUMAN HUMANOID TROOP

Perception +13

Languages Common

Skills Athletics +15, Warfare Lore +12

Str +5, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0

AC 24; **Fort** +15, **Ref** +14, **Will** +13

HP 96 (4 segments); **Thresholds** 64 (3 segments), 32 (2 segments); **Weaknesses** area damage 5, splash damage 5

No Retreat These soldiers have been extensively trained to hold their ground no matter the situation. If any effect would force the line infantry to move, reduce the distance by 5 feet. Any time they would be affected by the fleeing condition, the line infantry is instead slowed 2 for the same duration.

Troop Defenses (page 231)

Speed 20 feet; troop movement (page 231)

Bolt Salvo ◆◆◆ The line infantry draws, loads, and shoots a salvo from their crossbows. The salvo is a 10-foot burst within 120 feet that deals 2d8 piercing damage (DC 21 basic Reflex save). When the line infantry is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Clash of Steel ◆ to ◆◆◆ **Frequency** once per round; **Effect** The line infantry lays into each enemy in a 5-foot emanation, with a DC 21 basic Reflex save. The damage depends on the number of actions.

◆ 1d6+2 slashing damage

◆◆ 2d6+7 slashing damage

◆◆◆ 3d6+10 slashing damage

Drilled in Formations ◆ **Frequency** once per round; **Effect** The line infantry uses Change Formation (page 95). A line infantry unit typically knows the marching column and wedge formations.

SIGNATURE WEAPONS

Phalanx formations are classically seen using a spear as their weapon of choice. However, feel free to swap out this weapon for something more appropriate to the local culture. For example, a phalanx comprised of worshippers of Gozreh might wield tridents instead of spears.

Phalanx Formation

A proper phalanx formation requires the simultaneous use of spear and shield in order to attack enemies near and far while defending each other. Impressive amounts of teamwork are not only beneficial but essential to the survival of the troop.

PHALANX FORMATION CREATURE 6

GARGANTUAN HUMAN HUMANOID TROOP

Perception +16

Languages Common

Skills Athletics +17, Intimidation +14, Warfare Lore +11

Str +5, **Dex** +0, **Con** +2, **Int** +1, **Wis** +2, **Cha** +2

AC 23; **Fort** +16, **Ref** +12, **Will** +14

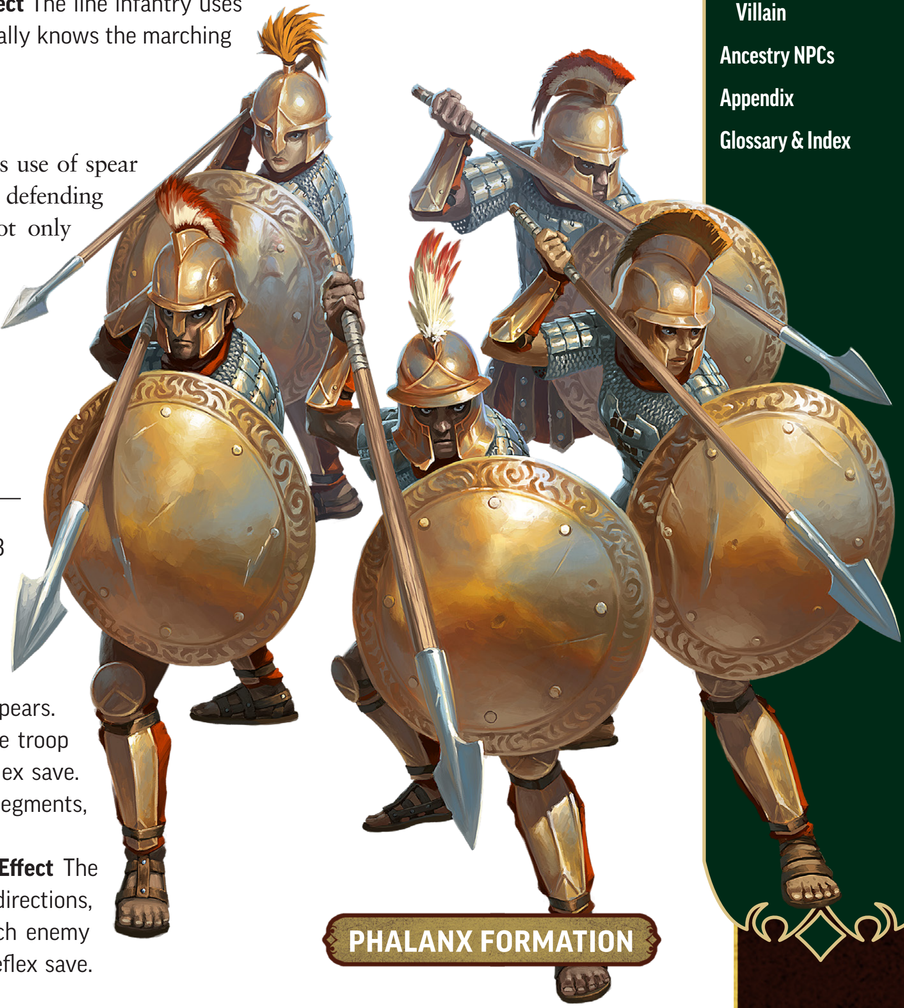
HP 99 (4 segments); **Thresholds** 66 (3 segments); 33 (2 segments); **Weaknesses** area damage 5, splash damage 5

Troop Defenses (page 231)

Speed 25 feet; troop movement (page 231)

Hurl Javelins ◆◆ The troop's members throw a volley of spears. Each creature in a 10-foot burst within 30 feet of the troop takes 2d6+5 piercing damage with a DC 21 basic Reflex save. When the phalanx formation is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Spears Out! ◆ to ◆◆◆ **Frequency** once per round; **Effect** The phalanx formation thrusts their longspears out in all directions, striking all unfortunate enough to be near them. Each enemy in a 10-foot emanation must attempt a DC 21 basic Reflex save.



PHALANX FORMATION

The damage depends on the number of actions.
◆ 1d8+2 piercing damage
◆◆ 2d8+5 piercing damage
◆◆◆ 3d8+5 piercing damage

Shields Up! ◆ The phalanx formation raises their shields to protect one another. The formation gains a +2 circumstance bonus to AC and Reflex until the start of their next turn. This bonus increases to +3 against physical ranged attacks.

MOUNTED WARFARE

Individual military NPCs who find themselves in open terrain might need to close the distance to their opponents. Consider giving an NPC like standard bearer or sniper a war horse (*Monster Core* 201), or having a drill sergeant or mage knight ride a veteran war horse (page 218).

Heavy Cavalry

A charging band of knights, mounted upon heavy warhorses and clad in steel plate, is a sight to be feared on the battlefield. The weight of their armor, however, makes them ill-suited to extended overland maneuvers.

Squads of squires are needed to tend to horses, repair armor, and otherwise support the heavy cavalry group between battles. Despite these limitations, their ability to crash through enemy lines makes them an invaluable tool for professional armies.

HEAVY CAVALRY — CREATURE 7

GARGANTUAN ANIMAL HUMAN HUMANOID TROOP

Perception +14

Languages Common

Skills Acrobatics +13, Athletics +17, Intimidation +15, Nature +12, Warfare Lore +15

Str +7, **Dex** +2, **Con** +4, **Int** +0, **Wis** +1, **Cha** +2

AC 25; **Fort** +17, **Ref** +13, **Will** +14

HP 105 (4 segments); **Thresholds** 70 (3 segments), 35 (2 segments); **Weaknesses** area damage 8, splash damage 8

Mounted Troop Effects that target only animals or only humanoids might not work on the cavalry brigade, subject to the GM's discretion.

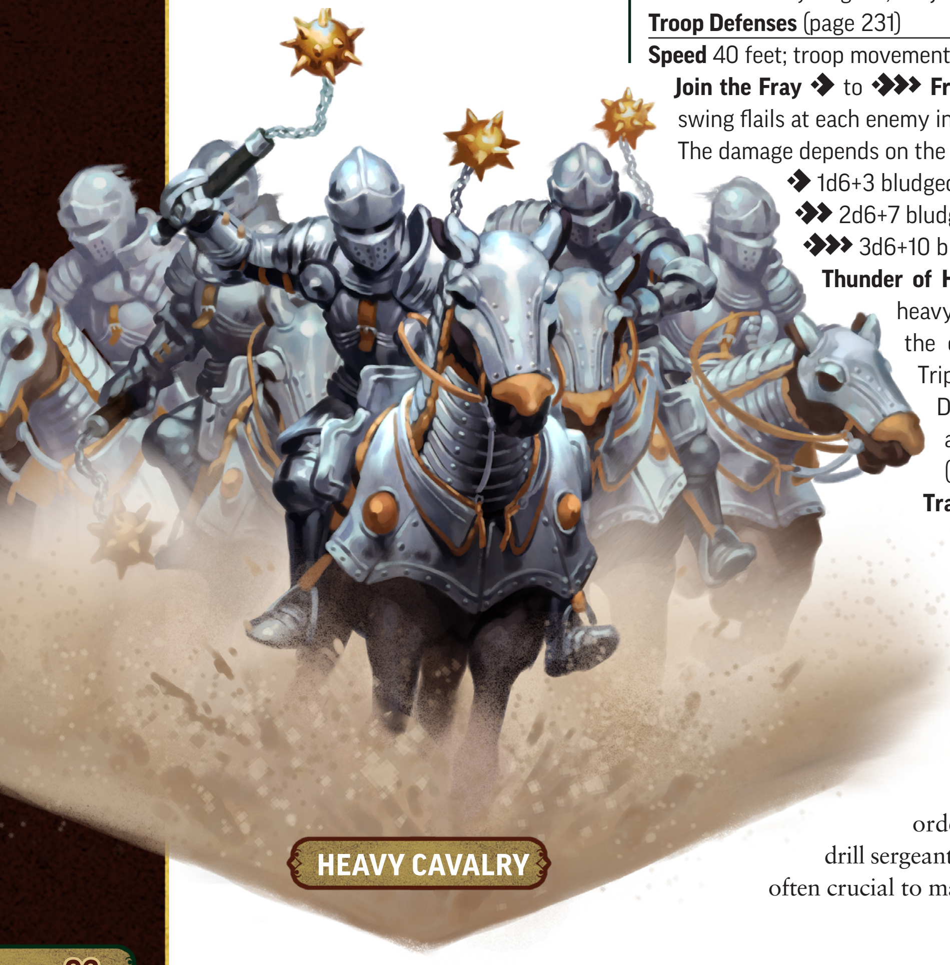
Troop Defenses (page 231)

Speed 40 feet; troop movement (page 231)

Join the Fray ◆ to ◆◆◆ **Frequency** once per round; **Effect** The heavy cavalry swing flails at each enemy in a 5-foot emanation, with a DC 22 basic Reflex save. The damage depends on the number of actions.
◆ 1d6+3 bludgeoning damage
◆◆ 2d6+7 bludgeoning damage
◆◆◆ 3d6+10 bludgeoning damage

Thunder of Hooves ◆ **Frequency** once per round; **Effect** The heavy cavalry Strides. At the end of their movement, the cavalry can either attempt an Athletics check to Trip each adjacent enemy or an Intimidation check to Demoralize each enemy within 30 feet. Roll only once and compare the result to each enemy's Reflex DC (for Trip) or Will DC (for Demoralize).

Trample ◆◆◆ Medium or smaller, 2d8+7 bludgeoning, DC 22; creatures that fail the save are also knocked prone. (page 231)


HEAVY CAVALRY

Drill Sergeant

Maintaining discipline is of the utmost importance when conducting a military campaign. Often elevated from veteran soldiers, drill sergeants are responsible for training common troops, ensuring they can follow orders and fight well in the thick of battle. Though drill sergeants can be brash and hard-nosed, harsh discipline is often crucial to maintaining order and keeping soldiers alive.

DRILL SERGEANT CREATURE 8

MEDIUM HUMAN HUMANOID

Perception +16

Languages Common

Skills Athletics +18, Intimidation +20, Warfare Lore +18

Str +4, **Dex** +3, **Con** +2, **Int** +2, **Wis** +2, **Cha** +4

Items chain shirt, javelin (6), *+1 striking longsword*

AC 25; **Fort** +14, **Ref** +15, **Will** +20

HP 120

Commanding Aura (aura, emotion, mental, visual) 60 feet. An ally that starts its turn in the aura gains 8 temporary Hit Points. These last until the start of the creature's next turn.

You Don't Have My Permission to Die! ↺ (auditory, emotion, fear, linguistic, mental) **Trigger** An allied creature within 30 feet would be reduced to 0 Hit Points; **Effect** With a stern rebuke, the drill sergeant berates the target for their failure. The creature avoids being knocked out and remains at 1 HP. The creature is then temporarily immune for 24 hours.

Speed 25 feet

Melee ◆ *longsword* +21 (magical, versatile P), **Damage** 2d8+12 slashing

Melee ◆ fist +20 (agile, nonlethal, unarmed), **Damage** 1d4+12 bludgeoning

Ranged ◆ javelin +19 (thrown 30 feet), **Damage** 1d6+12 piercing

Chastising Enforcement ◆ (auditory, emotion, linguistic, mental) The drill sergeant exhorts a faltering comrade with a stern word and attempts an Intimidation check against the Will DC of one ally within 30 feet. On a success, the target's frightened condition is reduced by 2 and the drill sergeant can attempt to counteract one mental effect that ally is suffering from with a +18 counteract modifier. On a critical success, the drill sergeant also reduces the frightened condition of each other ally in a 10-foot emanation around the target by 1.

Keep Up With Me! ◆ (auditory, emotion, linguistic, mental) **Requirements** The drill sergeant's last action was a Strike that hit; **Effect** The drill sergeant shouts that one ally within 30 feet can't keep up with them. That ally gains a +3 status bonus to their attack roll on the next Strike they make before the start of the drill sergeant's next turn. If the ally is a troop, this bonus instead applies to the DC of their next offensive activity (such as Join the Fray for heavy cavalry).

Hellknight Cavalry Brigade

A Hellknight cavalry brigade consists of several Hellknights and a single field-maralictor, all wearing the distinctive armor of their order and wielding lances. The maralictor speaks for the brigade, questioning travelers the brigade encounters and barking orders. A Hellknight brigade is typically based at a keep or other fortification controlling an area measured by a day's ride in every direction—about 25 miles. Farther-ranging missions are possible but require substantial logistical support.

HELLKNIGHT CAVALRY BRIGADE CREATURE 8

GARGANTUAN ANIMAL HUMAN HUMANOID TROOP

Perception +16

Languages Common, Diabolic

Skills Acrobatics +13, Athletics +18, Hell Lore +12, Intimidation +17, Religion +12, Society +12

Str +7, **Dex** +1, **Con** +4, **Int** +2, **Wis** +2, **Cha** +3

AC 27; **Fort** +18, **Ref** +13, **Will** +16

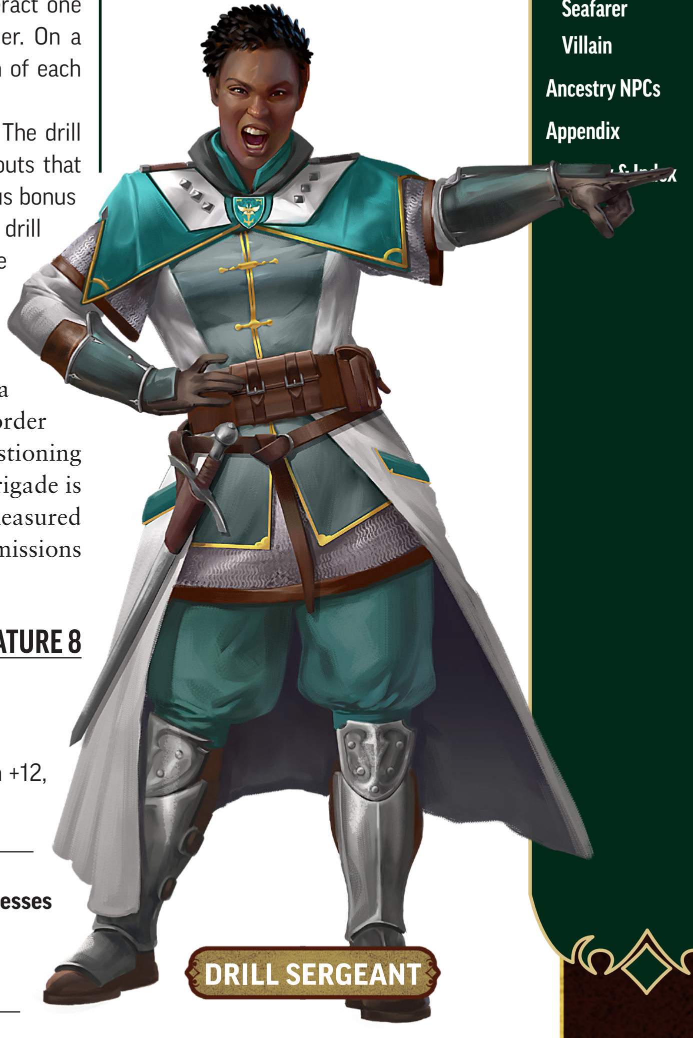
HP 135 (4 segments); **Thresholds** 90 (3 segments), 45 (2 segments); **Weaknesses** area damage 8, splash damage 8; **Resistances** mental 5, slashing 5

Mounted Troop As heavy cavalry.

Troop Defenses (page 231)

TROOP GEAR

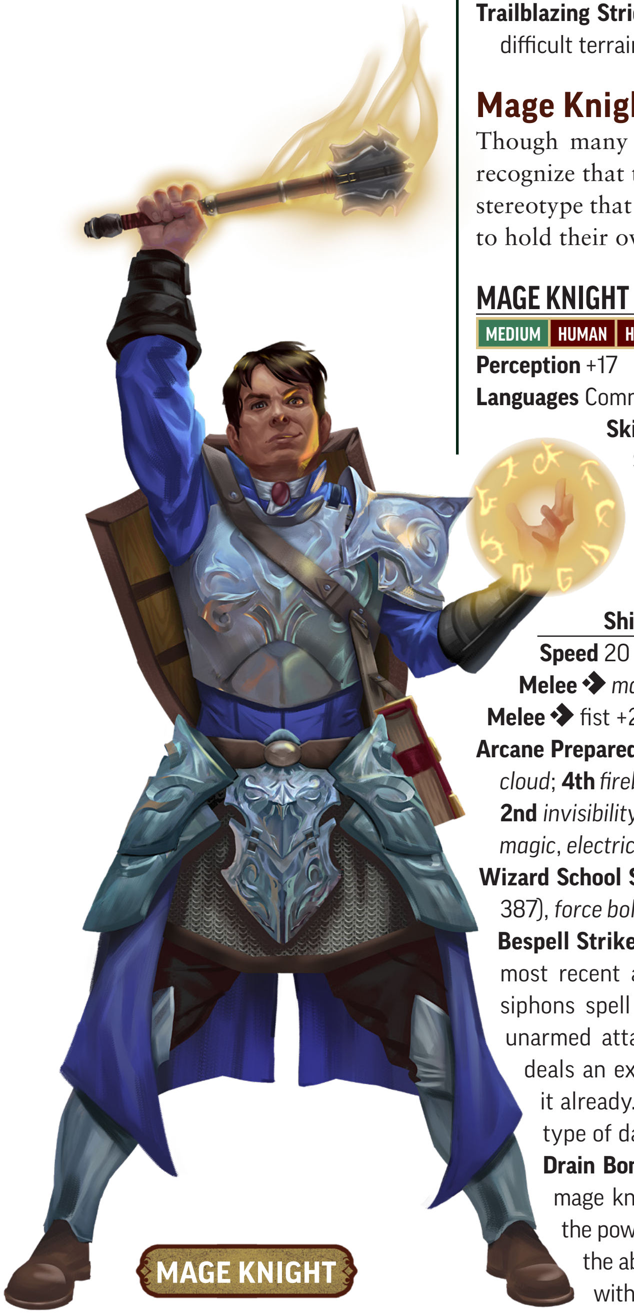
Since the component members of a troop are individually much less powerful than the troop as a whole, a troop's gear is typically of negligible utility or value. However, the Hellknight cavalry brigade wear valuable Hellknight plate (worth 35 gp, *Pathfinder Treasure Vault* 10), and a party might be able to salvage a suit or two from their defeated foes—if they're willing to risk the wrath of the Order of the Nail!



DRILL SERGEANT

SPOILS OF WAR

War is rarely a profitable venture for either side. Each battle wins little more than a better strategic position and, potentially, glory. Occasionally, a particularly potent enemy may have some magical gear, but most soldiers do not. An adventuring party should seek to leverage the army they fight for, as that is where they will often find the highest rewards, both in terms of gold and favors.



MAGE KNIGHT

Speed 40 feet; trailblazing stride, troop movement (page 231)

Arrow Volley ◆◆ The Hellknights draw or reload their longbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 100 feet that deals 3d8 piercing damage (DC 23 basic Reflex save). When the troop is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Lance Charge ◆◆◆ The brigade Strides twice with a +10-foot circumstance bonus to its Speed. If it moves at least 10 feet, the brigade deals 3d8+14 piercing damage with a DC 26 basic Reflex save to each enemy in a 10-foot emanation at the end of its movement.

Stab from the Saddle ◆ to ◆◆◆ **Frequency** once per round; **Effect** The brigade engages in a coordinated lance attack against each enemy in a 10-foot emanation with a DC 23 basic Reflex save. The damage depends on the number of actions.

◆ 1d6+3 piercing damage

◆◆ 2d6+10 piercing damage

◆◆◆ 3d6+14 piercing damage

Trailblazing Stride While moving on land, the Hellknight cavalry brigade ignores difficult terrain.

Mage Knight

Though many spellcasters prefer to defend themselves with magic, some recognize that there's no substitute for a suit of steel. Mage knights defy the stereotype that spellcasters are frail, delicate, and passive and instead choose to hold their own in close-quarter combat.

MAGE KNIGHT CREATURE 10

MEDIUM HUMAN HUMANOID

Perception +17

Languages Common

Skills Arcana +22, Athletics +21, Warfare Lore +20

Str +5, **Dex** +1, **Con** +2, **Int** +4, **Wis** +3, **Cha** +0

Items *+1 full plate, +1 striking mace*, spellbook, steel shield (Hardness 5, HP 20, BT 10)

AC 29; **Fort** +18, **Ref** +13 (+16 against damaging effects), **Will** +21

HP 140

Shield Block ⤾ (page 231)

Speed 20 feet

Melee ◆ *mace* +22 (magical, shove), **Damage** 2d6+11 bludgeoning

Melee ◆ fist +21 (agile, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

Arcane Prepared Spells DC 28, attack +20; **5th** *force barrage, impaling spike*, *toxic cloud*; **4th** *fireball, fly*, *weapon storm*; **3rd** *earthbind*, *vampiric feast*, *wall of thorns*; **2nd** *invisibility* (×2), *mist*; **1st** *enfeeble*, *fleet step*, *sure strike*; **Cantrips (5th)** *detect magic*, *electric arc*, *frostbite*, *light*, *read aura, telekinetic hand, telekinetic projectile*

Wizard School Spells 2 Focus Points, DC 28; **5th** *energy absorption* (*Player Core* 387), *force bolt* (*Player Core* 387)

Bespell Strikes ◇ **Frequency** once per turn; **Requirements** The mage knight's most recent action was to cast a non-cantrip spell; **Effect** The mage knight siphons spell energy into one weapon they're wielding, or into one of their unarmed attacks. Until the end of the turn, the weapon or unarmed attack deals an extra 2d6 force damage and gains the arcane trait if it didn't have it already. If the spell dealt a different type of damage, the Strike deals this type of damage instead.

Drain Bonded Item ◇ (arcane) **Frequency** once per day; **Requirements** The mage knight hasn't acted yet on this turn; **Effect** The mage knight expends the power stored in their bonded item (typically their shield). This gives them the ability to cast one prepared spell they prepared today and already cast, without spending a slot.

Military Objectives

It's crucial for any military unit to keep sight of the big picture. You can use these ideas to set up objectives for military encounters other than simply defeating an enemy, and they can work equally well for military NPCs or PCs at war.

Defend a...

- Choke point.
- Supply line.
- Retreating leader.
- Group of refugees escaping the battlefield.
- War correspondent.

Eliminate a...

- High-value enemy.
- Stockpile of enemy goods.
- Siege engine used by the other side.
- Magical barrier.

Seize a...

- Piece of high ground occupied by the enemy.
- Lookout tower.
- Cache of weapons.
- Team of horses.
- Narrow bridge.
- Group of imprisoned allies.

Guerrilla Adjustments

Most military engagements take place in large areas, such as plains or cities, where there is the most territory or resources to be gained. However, guerrilla units fight in forests, swamps, and other tough locations, where they set up traps, ambushes, and use other surprise tactics.

You can use these adjustments to turn a military NPC or troop into a guerrilla. These can also be useful for mercenaries or other non-military NPCs.

- Give the creature a Stealth modifier equal to the high skill value for its level (*GM Core* 116). If you're in a hurry, use the creature's highest skill modifier.
- If the creature has the Athletics skill, reduce its modifier by 2.
- Reduce the damage of the creature's Strikes by 2, but give it the Sneak Attack ability.
  Sneak Attack The creature deals 1d6 extra precision damage to off-guard creatures.
- Add the Pounce ability.
  Pounce ◆ The creature Strides and makes a Strike at the end of that movement. If the creature began this action hidden, they remain hidden until after this ability's Strike.

Troop Formations

Battle can be a complicated affair. Different situations call for varied arrangement of soldiers. You can add the Change Formation ability to a troop to give it more options, typically choosing two or three of the possible formations listed here. Troops with animal Intelligence (–4 or lower) or that aren't battle trained are typically unable to change formation without an outside force commanding them.

Change Formation ◆◆ (concentrate, move) The troop reconfigures to assume one of the formations below they know. Using this action again ends any previous formation, and the troop can also use this action to revert to its default formation, ending any benefits and drawbacks.

- **Loose** Members of the troop fan out to cover more ground. **Benefit** Any weaknesses the troop has to area and splash damage are suppressed. **Drawback** Enemies' saving throws against the troop's damaging effects are one degree of success better than they roll.
- **Marching Column** This formation traverses long distances more rapidly. **Benefit** The troop gains a +10 foot circumstance bonus to all its Speeds. **Drawback** The troop is off-guard and takes a –2 penalty to Reflex saves.
- **Turtle Shell** The troop interlocks their shields. Only a group with shields can use this formation. **Benefit** The troop gains a +2 circumstance bonus to AC against ranged attacks and to Reflex saves. **Drawback** The troop takes a –10-foot penalty to all its Speeds.
- **Wedge** The troop aligns itself behind a powerful commander. **Benefit** The troop chooses an adjacent allied creature without the troop trait to fall in behind. Each time the chosen creature Strides, the troop follows as a free action, Striding to keep the chosen creature adjacent. **Drawback** The troop loses some of their autonomy. They're slowed 1 and can't voluntarily move away from their leader.

Military Slang

Special phrases improve the bond between troops, and can let them vent the annoyances of military life and keep a degree of separation between themselves and civilians.

A Toast to Gorum: A celebration of the life of a recently slain comrade-in-arms.

Goblin Caught the Torch: Said when someone achieves their military objective but has no clear orders or idea what to do next.

Make a Saint!: Focus fire on an enemy healer.

Private Nethys: Someone who sucks up to officers but tries to force camaraderie around the other enlisted.

Shield Polisher: Insulting term for a soldier—typically a champion—considered egotistical. The kind who would polish their shield to see their own reflection.

Stones in Sauce: Rations that are hard to eat, spoiled, or just generally low quality.

Troll-toed: Having feet swollen and covered in blisters after a long march.

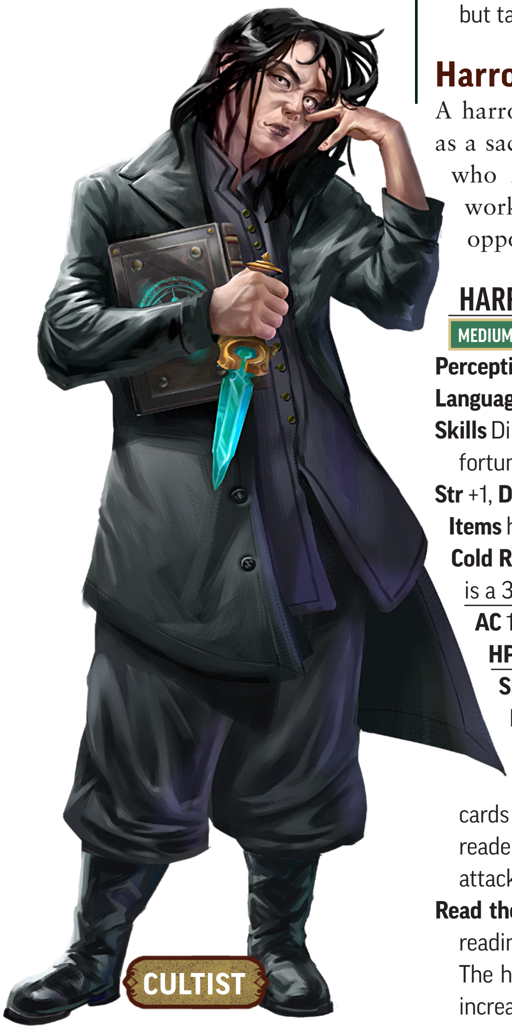
Up in Absalom!: Completely surrounded, as Absalom is surrounded by the waters of the Inner Sea.

Worldwound: An especially gruesome battle injury.

Witch-eyed: Made unreliable by mental magic.

FORMS OF FORTUNE-TELLING

Anthomancy: flowers
Astrology: the Cosmic Caravan
Astromancy: movement and brightness of stars
Chiromancy: reading the palm's heart, life, and head lines
Demonomancy: asking demons
Harrowing: harrow card readings
Haruspicy: entrails
Ichthyomancy: the next fish caught
Mazomancy: a nursing babe
Oneiromancy: dreams
Pendulum Reading: answering yes or no questions with a pendulum
Pyromancy: throwing substances into fire
Tasseomancy: tea leaves
Tyromancy: coagulation of cheese



MYSTIC

Hidden secrets and occult powers have an irresistible lure for many. Since the majority of these NPCs are spellcasters, consider using alternative spell lists to adjust their themes, as described on page 220.

Adept

Adepts have unlocked only the most minor of occult mysteries. A few are chosen by accomplished practitioners for further training.

ADEPT — CREATURE −1

MEDIUM | HUMAN | HUMANOID

Perception +4
Languages Common
Skills Arcana +5, Diplomacy +3, Occultism +5, Scribing Lore +5, Society +5
Str +0, **Dex** +2, **Con** +0, **Int** +3, **Wis** +2, **Cha** +1
Items journal, robes, scroll case, writing set

AC 14; **Fort** +2, **Ref** +4, **Will** +6
HP 8

Speed 25 feet
Melee ◆ fist +6 (agile, nonlethal), **Damage** 1d4 bludgeoning
Ranged ◆ journal +6 (nonlethal, thrown 10 feet), **Damage** 1d6 bludgeoning
Occult Spells Known DC 15; **Cantrips (1st)** *daze*, *detect magic*, *telekinetic hand*
Focused Thinker ◆ (concentrate) The adept concentrates to muster knowledge and wisdom. While focusing, they gain a +2 status bonus to checks to Recall Knowledge, but take a –2 penalty to Perception. They can Dismiss this focused state.

Harrow Reader

A harrow deck is a set of 54 cards with symbolic illustrations that serves as a sacred divining tool. Feared by the superstitious and avoided by those who know better than to tempt fate, many harrow readers live and work in traveling communities, often moving from town to town as opportunities arise.

HARROW READER — CREATURE −1

MEDIUM | HUMAN | HUMANOID

Perception +7
Languages Common
Skills Diplomacy +10, Fortune-Telling Lore +11, Occultism +5, Performance +5 (+11 when fortune-telling), Society +5
Str +1, **Dex** +2, **Con** +1, **Int** +2, **Wis** +3, **Cha** +3
Items harrow deck, sickle
Cold Reading Specialist For encounters involving fortune-telling, the harrow reader is a 3rd-level challenge.

AC 14; **Fort** +3, **Ref** +6, **Will** +10
HP 8

Speed 25 feet
Melee ◆ sickle +6 (agile, finesse, trip), **Damage** 1d4+1 slashing
Melee ◆ fist +6 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning
Fated Doom Though harrow readers try to avoid combat, no throw of the cards can avoid fate, so a harrow reader learns how best to survive. In the harrow reader's first encounter each day, they gain a +1 status bonus to their initiative roll, attack rolls, and AC.
Read the Harrow (exploration, occult, prediction) The harrow reader can conduct a reading over the course of 10 minutes to duplicate the effects of the *augury* spell. The harrow reader can conduct up to five readings per day, but the flat check DC increases by 2. This is cumulative, to a maximum of DC 14 for the fifth.

Cultist

Cultists have passed an initiation ritual to a secret sect or organization; now, they devote themselves to achieving their most perfect spiritual form.

CULTIST CREATURE 1

MEDIUM | HUMAN | HUMANOID

Perception +4

Languages Common

Skills Cult Lore (for the cultist's own cult) +8, Deception +3, Intimidation +3, Occultism +4, Society +4, Stealth +6

Str +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** –1, **Cha** +0

Items cultist garb (functions as leather armor), dagger, occult text

AC 17; **Fort** +7, **Ref** +8, **Will** +4 (or +2 vs. higher-ranking members of the cult)

HP 20

Speed 25 feet

Melee ◆ dagger +7 (agile, versatile S), **Damage** 1d4+4 piercing

Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ dagger +6 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Fanatical Frenzy ◆ **Requirements** The cultist has taken damage and is neither fatigued nor already in a frenzy; **Effect** The cultist flies into a frenzy that lasts 1 minute. While frenzied, the cultist gains a +1 status bonus to attack rolls and a +2 status bonus to damage rolls, and they take a –2 penalty to AC. The cultist can't voluntarily stop their frenzy. After their frenzy, the cultist is fatigued.

Coven Aspirant

Only the foolish would bring themselves to the attention of hags, but some aspirants strive to join a hag coven out of a desire for power or companionship.

UNUSUAL COVENS

Though rare, covens can form that include non-hags, as long as at least two hags are a part of the coven. Changelings, vengeful nature spirits, intelligent undead, and fiends sometimes ally themselves with hags. The unusual composition of the coven alters the spells granted by the partnership, typically replacing the *cursed metamorphosis* spell with a spell appropriate to the coven's new member.

COVEN ASPIRANT CREATURE 2

MEDIUM | HUMAN | HUMANOID

Perception +7

Languages Common, Fey, Jotun

Skills Deception +7, Intimidation +5, Medicine +5, Occultism +8, Stealth +7, Survival +5

Str +2, **Dex** +1, **Con** +1, **Int** +4, **Wis** +1, **Cha** +1

Items cauldron, dagger, dart (4)

AC 15; **Fort** +7, **Ref** +7, **Will** +9 (shared confidence)

HP 35

Shared Confidence When a coven aspirant is within 30 feet of at least two allies, they and their allies gain a +1 status bonus to Will saves.

Speed 25 feet

Melee ◆ dagger +8 (agile, versatile S), **Damage** 1d4+4 slashing

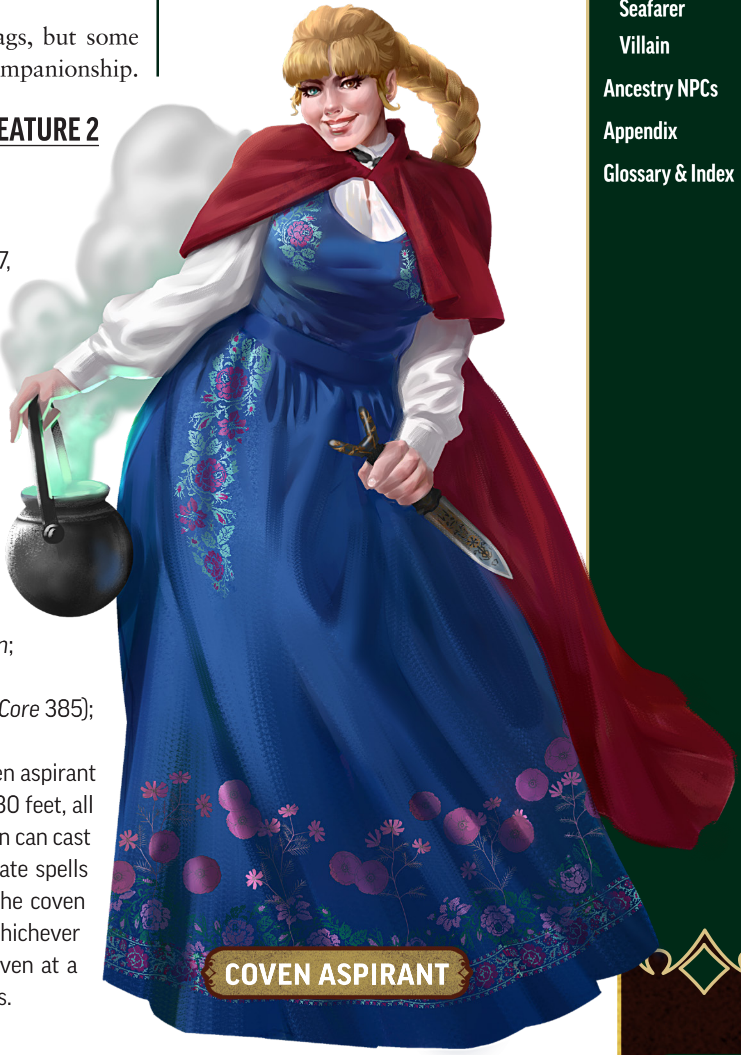
Melee ◆ fist +8 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ dart +7 (agile, thrown 20 feet), **Damage** 1d4+4 piercing

Occult Prepared Spells DC 18, attack +10; **1st** *fear*, *grim tendrils*, *ill omen*; **Cantrips (1st)** *daze, figment*, *light, prestidigitation, void warp*

Witch Hex Spells 1 Focus Point, DC 18; **1st** *needle of vengeance* (*Player Core* 385); **Cantrips (1st)** *shroud of night* (*Player Core* 387)

Forge Pact ◆ (auditory, concentrate, linguistic, mental, occult) The coven aspirant forms a temporary coven with two or more willing creatures within 30 feet, all of whom must be able to cast spells. Members of the temporary coven can cast *charm*, *entangling flora,* and *illusory disguise* as 2nd-rank occult innate spells at will, using DC 17 or their spellcasting DC, whichever is higher. The coven is dissolved after 3 rounds or when all but one member is dead, whichever comes first. A creature can be a member of only one temporary coven at a time and can join a temporary coven no more than once per 24 hours.



COVEN ASPIRANT

MYSTIC ORGANIZATIONS

Golarion has numerous secretive societies. **The Church of Razmir** offers a plan of 31 steps to divinity. **The Esoteric Order of the Palatine Eye** seeks celestial truths said to be granted by an ancient angel. The **Knights of the Aeon Star** search for secret lore. Followers of **Rivethun**, dwarven animism, reach out to spirits to gain knowledge and earn favors.

Enigmatic Conspiracist

Powerful organizations work out of public view, shaping lives while facing few consequences. Searching for these secret societies, whether to join them or destroy them, has given the enigmatic conspiracist uncanny insight.

ENIGMATIC CONSPIRACIST — CREATURE 4

MEDIUM | HUMAN | HUMANOID

Perception +10 (+12 to Sense Motive)

Languages Aklo, Common, Elven, Sakvroth

Skills Acrobatics +12, Deception +9, Intimidation +11, Occultism +12, Secret Society Lore +14, Society +12, Stealth +10

Str +0, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +3

Items *everlight crystal*, leather armor, rapier, shortbow (20 arrows)

AC 21; **Fort** +8, **Ref** +12, **Will** +12

HP 60; **Resistances** mental 5

Knowing Glance ⤾ (concentrate, emotion, fear, visual, mental) **Trigger** The enigmatic conspiracist is targeted by a melee Strike or touch spell; **Effect** With an uncanny look, the enigmatic conspiracist Demoralizes the creature that targeted them. Demoralize loses the auditory trait and gains the visual trait, and the conspiracist doesn't take a penalty if the creature doesn't understand their language. If the Intimidation check critically succeeds, the conspiracist disrupts the triggering action.

Speed 25 feet

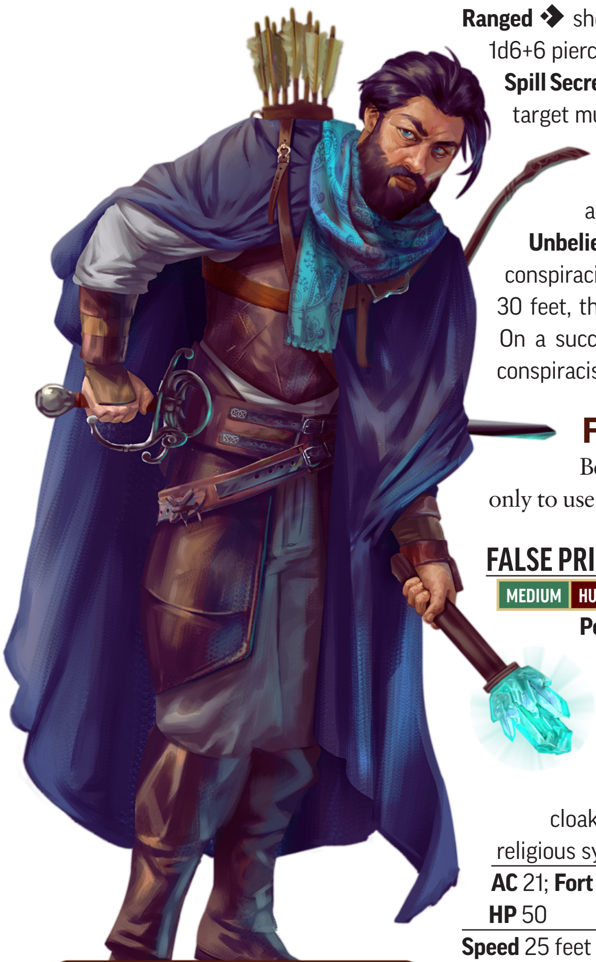
Melee ◆ rapier +14 (deadly d8, disarm, finesse), **Damage** 1d8+6 piercing plus spill secrets

Melee ◆ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ◆ shortbow +14 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+6 piercing plus spill secrets

Spill Secrets (mental, occult) When the conspiracist critically hits with a Strike, the target must succeed at a DC 21 Will save or the enigmatic conspiracist perceives the target's surface thoughts for 1 round, as *mind reading*. This grants the conspiracist a +1 circumstance bonus to AC and saving throws against any creature whose mind they're reading.

Unbelievable Connection ◆◆ (auditory, concentrate, occult) The enigmatic conspiracist recites a convoluted conspiracy theory about a creature within 30 feet, then attempts an Occultism check against the Will DC of that creature. On a success, the target is stupefied 1 for 1 minute and off-guard against the conspiracist's attacks until no longer stupefied.


ENIGMATIC CONSPIRACIST

False Priest

Belief is perhaps the strongest force in the universe. Instilling belief only to use it against someone in deceit, however, is the purview of a false priest.

FALSE PRIEST — CREATURE 4

MEDIUM | HUMAN | HUMANOID

Perception +10

Languages Common

Skills Acrobatics +10, Athletics +8, Deception +12, Performance +12, Religion +8, Society +6

Str +0, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +4

Items alchemical tools (used as "blessed items" to fool marks), backpack, cloak, collection of fake relics, hand crossbow (20 bolts), rapier, wooden religious symbol, studded leather armor

AC 21; **Fort** +11, **Ref** +12, **Will** +10

HP 50

Speed 25 feet

Melee ◆ rapier +12 (deadly d8, disarm, finesse), **Damage** 1d6+8 piercing

Melee ◆ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ◆ hand crossbow +12 (range increment 60 feet, reload 1), **Damage** 1d6+4 piercing

Deceiver's Surprise On the first round of combat, if the false priest rolls Deception or Performance for initiative, creatures that haven't acted yet are off-guard to them.

Fickle Prophecy ◆ (emotion, mental) The false priest convinces another creature of their omnipotence by attempting a Deception check compared to the creature's Will DC. If successful, the target gains 1d8+4 temporary Hit Points that last for 1 hour or until the false priest removes them by rebuking the target, whichever occurs first.

The Jig Is Up ↺ **Frequency** once per hour; **Trigger** The false priest critically fails a Deception or Performance check; **Effect** The false priest Strides.

Sneak Attack The false priest deals an additional 1d6 precision damage to off-guard creatures. This increases to 2d6 against creatures off-guard due to the false priest's Feint or deceiver's surprise.

Necromancer

Defiling the natural order and spitting in the face of convention, the necromancer remains dutifully committed to understanding what forces await beyond the mortal boundaries of life and death.

NECROMANCER CREATURE 5

MEDIUM **HUMAN** **HUMANOID**

Perception +10

Languages Common, Necril

Skills Arcana +11, Intimidation +8, Occultism +13

Str +2, **Dex** +3, **Con** +2, **Int** +4, **Wis** +2, **Cha** –1

Items hooded robe, light mace

Stench of Decay (aura, occult, olfactory) The necromancer emits a scent of putrid rot in a 5-foot emanation. A living creature that enters or begins its turn in the aura is sickened 1.

AC 20; **Fort** +11, **Ref** +12, **Will** +11

HP 65

Speed 25 feet

Melee ◆ light mace +14 (agile, finesse, shove), **Damage** 1d4+8 bludgeoning

Melee ◆ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Occult Innate Spells DC 23; **Cantrips (3rd)** *void warp*

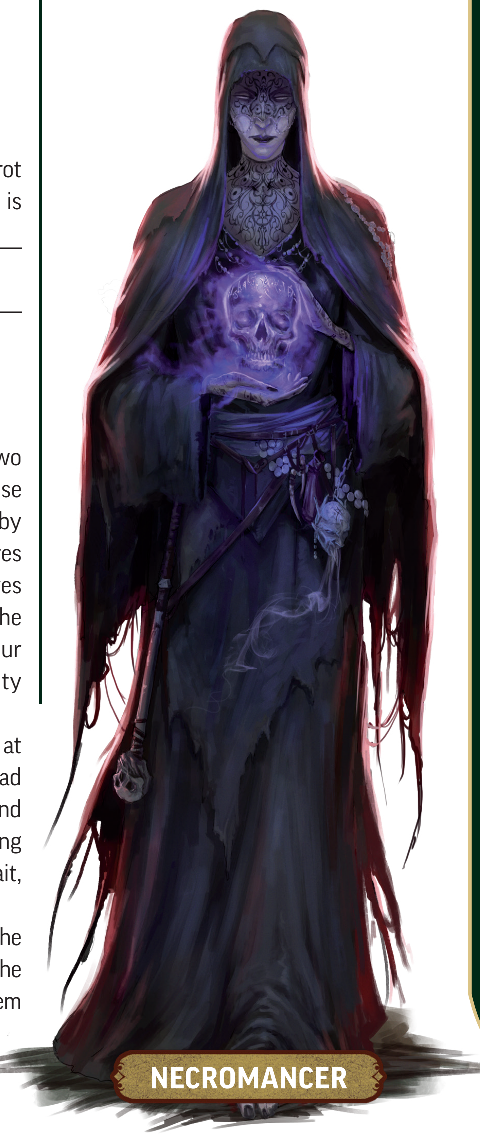
Undead, Arise! ◆ (concentrate, manipulate, occult) The necromancer summons two Medium undead entities in different empty squares up to 30 feet away. These undead entities can take the form of zombies, skeletons, or ghosts, chosen by the necromancer. The entities block movement as though they were creatures and can be attacked. Each entity has 1 Hit Point and the same AC and saves as the necromancer. They can't take actions of their own and deteriorate if the necromancer is reduced to 0 Hit Points. The necromancer can have up to four undead entities at any given time. If they call another, the oldest undead entity deteriorates.

Undead, Attack! ◆◆ (concentrate, occult) **Requirements** The necromancer has at least one undead entity active; **Effect** The necromancer commands all their undead entities to attack. Each entity can Stride up to 20 feet into an empty square and make a Strike. The Strike has a +15 attack modifier and deals 2d12 bludgeoning damage (or spirit damage if the entity is a spirit). The Strike has the magical trait, and no multiple attack penalty applies to it.

Wave of Death ◆◆ (concentrate, manipulate, occult, void) **Requirements** The necromancer isn't drained and has at least one undead entity active; **Effect** The necromancer overloads their undead entities with void energy, causing all of them to explode. Each entity is destroyed, dealing 4d12 void damage to each creature in a 10-foot emanation with a DC 23 basic Fortitude save. A creature in more than one explosion is damaged only once. The necromancer becomes drained 1.

MYSTIC PROTECTION

Most mystics aren't particularly skilled in combat and might hire or ensorcel bodyguards, such as the bodyguard (level 1, page 82), archer sentry (level 2, page 111), musketeer (level 3, page 77), tournament combatant (level 5, page 72), knight (level 7, page 16), or hero hunter (level 13, page 162).



NECROMANCER

SINISTER RITUALS

Most rituals have a simple gp cost and associated skill checks. But what if a desperate NPC is willing to offer something more macabre, such as lives, souls, or worse? Such a nefarious ritual uses a normal ritual as a baseline, but the DCs and proficiency requirements might be reduced or waived entirely, as might any gp cost.

Cult Leader

A career of mystical accomplishments combined with a lifetime of subterfuge and intimidation has elevated this occultist to a powerful position.

CULT LEADER — CREATURE 7

MEDIUM | HUMAN | HUMANOID

Perception +14

Languages Common

Skills Arcana +13, Cult Lore (applies to the leader's own cult) +19, Deception +16, Diplomacy +14, Intimidation +16, Occultism +17, Society +13

Str +0, **Dex** +4, **Con** +1, **Int** +4, **Wis** +3, **Cha** +5

Items ceremonial robes, indecipherable book of sigils (spellbook), *+1 shortsword*

AC 23; **Fort** +12, **Ref** +15, **Will** +18

HP 95

Protect the Master! ⤾ (auditory, concentrate, emotion, linguistic, mental, move) **Trigger** The cult leader is targeted with an attack, and a lower-ranking cultist is adjacent to them; **Effect** The cult leader orders their cultist to leap in front of the attack. The cultist and cult leader swap places, and the cultist becomes the target of the attack. If the cultist has Fanatical Frenzy or a similar ability, they can activate it as a reaction if they take damage from the triggering attack.

Speed 25 feet

Melee ◆ *shortsword* +16 (agile, finesse, magical, versatile S), **Damage** 1d6+6 piercing plus 2d8 void

Melee ◆ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

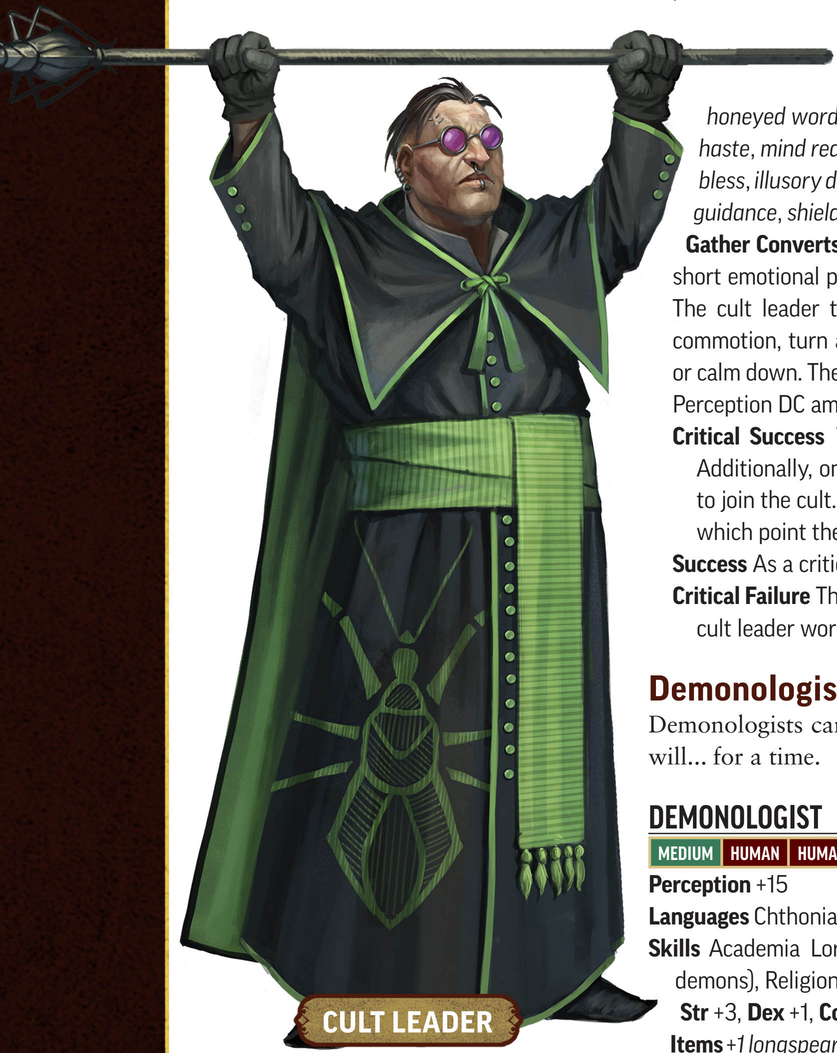
Occult Spontaneous Spells DC 26, attack +18; **4th** (3 slots) *honeyed words*, *outcast's curse*, *suggestion*; **3rd** (4 slots) *enthrall*, *grim tendrils*, *haste*, *mind reading*; **2nd** (4 slots) *augury*, *calm*, *laughing fit*, *stupefy*; **1st** (4 slots) *bless*, *illusory disguise*, *lock*, *phantasmal minion*; **Cantrips (4th)** *daze*, *detect magic*, *guidance*, *shield*, *void warp*

Gather Converts ◆◆◆ (auditory, concentrate, emotion, linguistic, mental) With a short emotional phrase, the cult leader tries to sway the public to do their bidding. The cult leader tries to convince up to four bystanders in a crowd to cause a commotion, turn against a person or group, leave the area, protect the cult leader, or calm down. The cult leader attempts a single Deception check against the highest Perception DC among the targets.

Critical Success The targets believe the lie and act as directed for 1 minute. Additionally, one bystander remains by the cult leader's side, influenced enough to join the cult. All other targets become wise to the cult leader after 1 minute, at which point their attitude toward the leader worsens by one step.

Success As a critical success, but no bystander joins the cult permanently.

Critical Failure The crowd is unmoved and unamused, and their attitude toward the cult leader worsens by one step.



CULT LEADER

Demonologist

Demonologists can pull a creature from the Outer Rifts and bend it to their will… for a time.

DEMONOLOGIST — CREATURE 7

MEDIUM | HUMAN | HUMANOID

Perception +15

Languages Chthonian, Common

Skills Academia Lore +14, Arcana +16, Demon Lore +18, Diplomacy +11 (+13 with demons), Religion +15

Str +3, **Dex** +1, **Con** +2, **Int** +4, **Wis** +4, **Cha** +0

Items *+1 longspear*, robes, *Fiendish Hypotheses and Protections from Same* (spellbook)

Demonic Temptation (divine, mental) Demonic study has garnered the attention of at least one demon who is actively trying to possess the demonologist. When the demonologist publicly espouses the benefits of demonic power (whether they believe it a good thing or not), they gain a +1 status bonus to skill checks, AC, and saves for 1 day. These bonuses don't apply against demons. At the end of the day, the demonologist must attempt a DC 20 Will save, becoming possessed for 1 day on a failure (or permanently on a critical failure).

AC 22; **Fort** +13, **Ref** +12, **Will** +15

HP 100

Speed 25 feet

Melee ◆ *longspear* +17 (magical, reach), **Damage** 1d8+9 piercing

Melee ◆ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Arcane Prepared Spells DC 25, attack +17; **4th** *clairvoyance*, *dispelling globe*, *wall of fire*; **3rd** *acid grip*, *fireball*, *grease*, *slow*; **2nd** *blur*, *environmental endurance*, *laughing fit*, *see the unseen*; **1st** *fear* (×2), *fleet step*, *mending*; **Cantrips (4th)** *caustic blast*, *daze*, *detect magic*, *light*, *read aura*

Breach the Outer Rifts ◇ **Requirements** The demonologist's last action was to cast a non-cantrip spell; **Effect** The demonologist siphons energy drawn from the Outer Rifts into their weapon. Until the end of the turn, the weapon deals an extra 2d6 damage. Roll 1d20 to determine the type: 1–7 acid, 8–9 cold, 10–11 electricity, 12–18 fire, 19–20 void.

Demon Summoning The demonologist can cast a 5th-rank *summon fiend* arcane spell to summon a demon. To do so, they must sacrifice two 4th-rank prepared spells and voluntarily take 4d12 mental damage that can't be reduced or prevented. If the demonologist is unable to Sustain the Spell, including if they're knocked out or killed, the spell continues, but the GM rolls a DC 10 flat check each round, ending the spell on a failure.

THE MIRROR GAZES BACK

The mirror seer's great power stems from their *malefic mirror*. The story of the being and power behind the mirror can be told in many ways. Is it a demon trapped in the confines of the item, loathing its prison and yearning to be released? An entity working its will in our world through the mirror seer? Both of these have been true of mirror seers in history. And those who defeat a mirror seer might find themselves speaking to the mirror. Or even making their own pact, secure that they, surely, can avoid being corrupted...

Mirror Seer

Seeking to be the most powerful and perfect creature in their domain, a mirror seer forges a deal with a nefarious entity for more power. Through a magic mirror called a *malefic mirror* (page 107), they communicate with this entity and spy on the events that unfold in their realm.

MIRROR SEER CREATURE 9

RARE | MEDIUM | HUMAN | HUMANOID

Perception +16

Languages Common, Diabolic, Fey, Shadowtongue

Skills Deception +21, Diplomacy +17, Occultism +19, Performance +17, Society +17, Stealth +17

Str +2, **Dex** +2, **Con** –1, **Int** +4, **Wis** +3, **Cha** +5

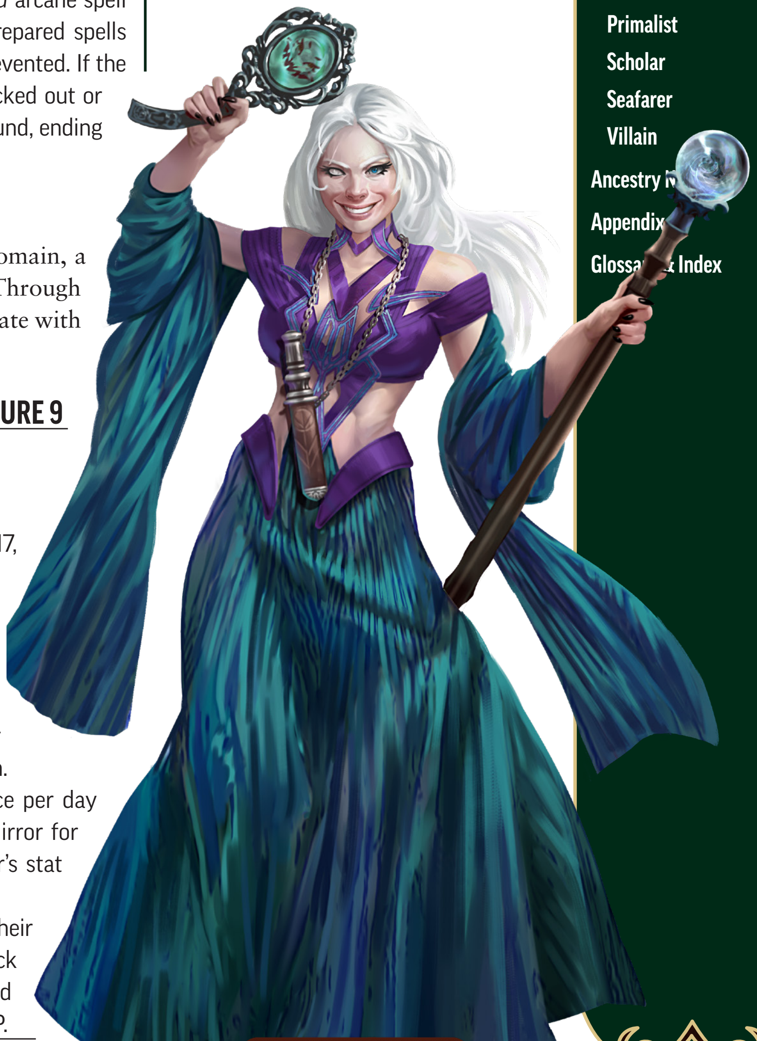
Items *+1 dagger*, *enchanted hand mirror*, *scroll of false vision*, *+1 striking staff*

Looking Glass Magic The mirror seer accesses power from their wicked benefactor through two mirrors: one full-sized *malefic mirror* in their sanctum and an *enchanted hand mirror* they can carry on their person.

- **Malefic Mirror** The mirror seer must visit the *malefic mirror* once per day to retain their spellcasting abilities, and they can activate the mirror for special *scrying* and *illusory disguise* spells as noted in the mirror's stat block (page 107).
- **Enchanted Hand Mirror** Without their *enchanted hand mirror* on their person, the mirror seer takes a –2 circumstance penalty to spell attack rolls and DCs and can't cast their 7th-rank spells. If it's not attended by the mirror seer, the hand mirror has AC 10, Hardness 0, and 1 HP.

AC 27; **Fort** +14, **Ref** +17, **Will** +20

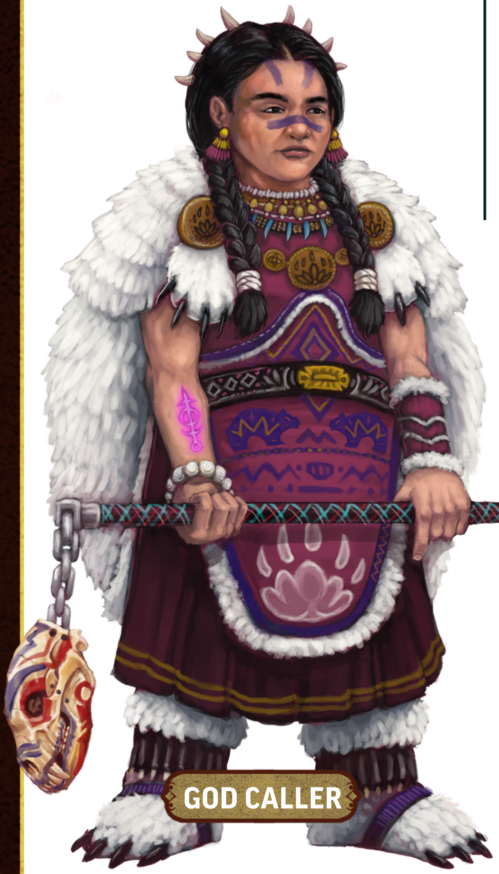
HP 140



MIRROR SEER

GOD CALLERS AND THE DIVINE

Some spirits called by god callers of Sarkoris are divine beings capable of granting spells. Consider granting a god caller NPC a cleric focus spell appropriate to one of the god's domains if they worship such a deity (using the same DC and spell attack as their primal spells). For instance, the Stag Mother of the Forest of Stones might grant the *savor the sting* domain spell from the pain domain. (The Stag Mother appears on page 234 of *Pathfinder Lost Omens Divine Mysteries*.)



GOD CALLER

Rightfully Mine ⤾ **Trigger** The mirror seer observes a creature making a Strike, casting a spell of 4th rank or lower, or using a special action (the triggering action must take 2 actions or fewer); **Effect** The mirror seer expends a 4th-rank spell slot (or higher) to duplicate the triggering action. This mimicked action occurs immediately after the triggering action, using the triggering creature's statistics unless the mirror seer's are higher. The creature the mirror seer mimicked is then temporarily immune to this ability for 10 minutes.

Speed 25 feet

Melee ◆ *staff* +19 (magical, two-hand d8), **Damage** 2d4+8 bludgeoning

Melee ◆ *dagger* +19 (agile, magical, versatile S), **Damage** 1d4+8 piercing

Melee ◆ fist +18 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ◆ *dagger* +19 (agile, magical, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Occult Spontaneous Spells DC 29, attack +21; **7th** (2 slots) *illusory disguise* (self only), *scrying*; **5th** (2 slots) *illusory scene*, *shadow blast*; **4th** (3 slots) *clairvoyance*, *detect scrying*, *peaceful bubble*; **3rd** (3 slots) *clairaudience*, *hypnotize*, *locate*; **2nd** (3 slots) *invisibility*, *revealing light*, *status*; **1st** (3 slots) *alarm*, *fear*, *item facade*; **Cantrips** *daze*, *figment*, *prestidigitation*, *telekinetic projectile*, *void warp*

A Fairer Face ◆ (concentrate, emotion, mental, occult) The mirror seer chooses a creature within 100 feet that can see its own reflection in a mirror. The creature must succeed at a DC 29 Will save or become fascinated by their reflection for 1 minute. The creature can attempt a new save to end the effect at the end of each of its turns.

Hall of Mirrors ◆◆◆ (concentrate, illusion, manipulate, occult) **Frequency** once per day; **Effect** The mirror seer causes all surfaces in a 30-foot burst within 100 feet to become reflective for 1 minute. Every creature in the area or that later enters the area must succeed at a DC 27 Will save or become confused by the reflections and refractions. The confusion ends if the creature leaves the area, and the creature can attempt a new save to end the effect at the end of each of its turns. When the effect ends for a creature, that creature becomes temporarily immune for 10 minutes.

God Caller

The summoners called god callers have a magical link to eidolons, revered as gods by the people of Sarkoris. Though this NPC is based on Sarkorian god callers, they can be adapted to different types of summoners by changing out the eidolon for another creature and making thematic tweaks to skills and spells.

GOD CALLER — CREATURE 10

MEDIUM | HUMAN | HUMANOID

Perception +19

Languages Common, Fey; telepathy 100 feet (with eidolon only; page 231)

Skills Athletics +20, Intimidation +21, Nature +19, Religion +15, Survival +15

Str +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +3, **Cha** +5

Items *+1 explorer's clothing*, *+1 striking war flail*, *wand of environmental endurance*

Bonded Eidolon The god caller fights alongside a mystical ally called an eidolon, most likely the beast eidolon on page 219. The eidolon has the standard number of actions, uses its normal stat block, and counts toward the encounter's XP budget normally. The eidolon must remain within 100 feet of the god caller, or its physical form will dissolve. The god caller can make their eidolon take form or disappear with the Manifest Eidolon action.

AC 29; **Fort** +18, **Ref** +16, **Will** +19

HP 150

Speed 25 feet

Melee ◆ *war flail* +21 (disarm, magical, sweep, trip), **Damage** 2d10+10 bludgeoning

Melee ◆ fist +20 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Primal Spontaneous Spells DC 29, attack +21; **5th** (2 slots) *howling blizzard*, *impaling spike*; **4th** (2 slots) *wall of fire*, *weapon storm*; **Cantrips (5th)** *electric arc*, *gouging claw*, *guidance*, *light*, *tangle vine*

Beseech the Spirits ◆ (concentrate, primal) **Frequency** once per day; **Effect** The god caller reaches out to local entities for enhanced perception and perspective. The god caller gains lifesense 60 feet (page 230) and all-around vision (page 230) for 10 minutes. The god caller can't use this ability again until after propitiating the spirits during their next daily preparation.

Manifest Eidolon ◆◆◆ (concentrate, manipulate, primal, teleportation) The god caller causes their eidolon to manifest in a space adjacent to them if it's unmanifested, or to unmanifest and disappear from physical reality if it was already manifested.

Tandem Trick (primal) **Frequency** once per round; **Effect** The god caller uses a team tactic with their eidolon, chosen from the following list, with the listed number of actions and traits.

- **Enlarge** ◆◆ (concentrate, manipulate) The god caller casts *enlarge* on their eidolon even if the eidolon is beyond range or line of effect. The god caller doesn't need to expend a spell slot, and can choose 2nd or 4th rank.
- **Tandem Strike** ◆◆ The god caller makes a Strike and their eidolon can Strike as a reaction. Both attacks count toward the god caller's multiple attack penalty, but the penalty doesn't increase until both attacks have been made.
- **Transfer** ◆ The god caller transfers 50 HP from themself to their eidolon or vice versa. If the creature losing HP has 50 HP or fewer, this effect transfers as many HP as possible without reducing that creature below 1 HP.
- **Transpose** ◆ (concentrate, manipulate, teleportation) The god caller and their eidolon teleport to swap places.

MYSTIC RITUALS

The following are rituals sometimes cast by mystic groups. Those from *Monster Core* are available only to appropriate celestials and fiends within the organizations.

- *angelic messenger*MC (1st rank)
- *binding circle* (6th rank)
- *call spirit* (5th rank)
- *collective memories* (9th rank)
- *commune* (6th rank)
- *demonic pact*MC (1st rank)
- *diabolic pact*MC (1st rank)
- *planar servitor* (5th rank)

Spirit Binder

Ghosts and other spirits swirl around the spirit binder, creating a constant aura of flickering faces and forms.

SPIRIT BINDER CREATURE 11

MEDIUM HUMAN HUMANOID

Perception +20; spiritsense (imprecise) 60 feet

Languages Common, Necril, Shadowtongue

Skills Diplomacy +21 (+25 with spirits), Intimidation +21, Occultism +22, Spirits Lore +24

Str +1, **Dex** +3, **Con** +3, **Int** +5, **Wis** +4, **Cha** +6

Spiritsense (detection, occult) The spirit binder can sense the spirits of creatures, including living creatures, most non-mindless undead, and haunts within the listed range. Since spiritsense detects spiritual essence, not physical bodies, it can detect spirits projected by spells (such as *project image*) or possessing otherwise soulless objects. It can't detect soulless bodies, constructs, or objects, and like most senses, it doesn't penetrate through solid objects.

AC 28; **Fort** +19, **Ref** +19, **Will** +24

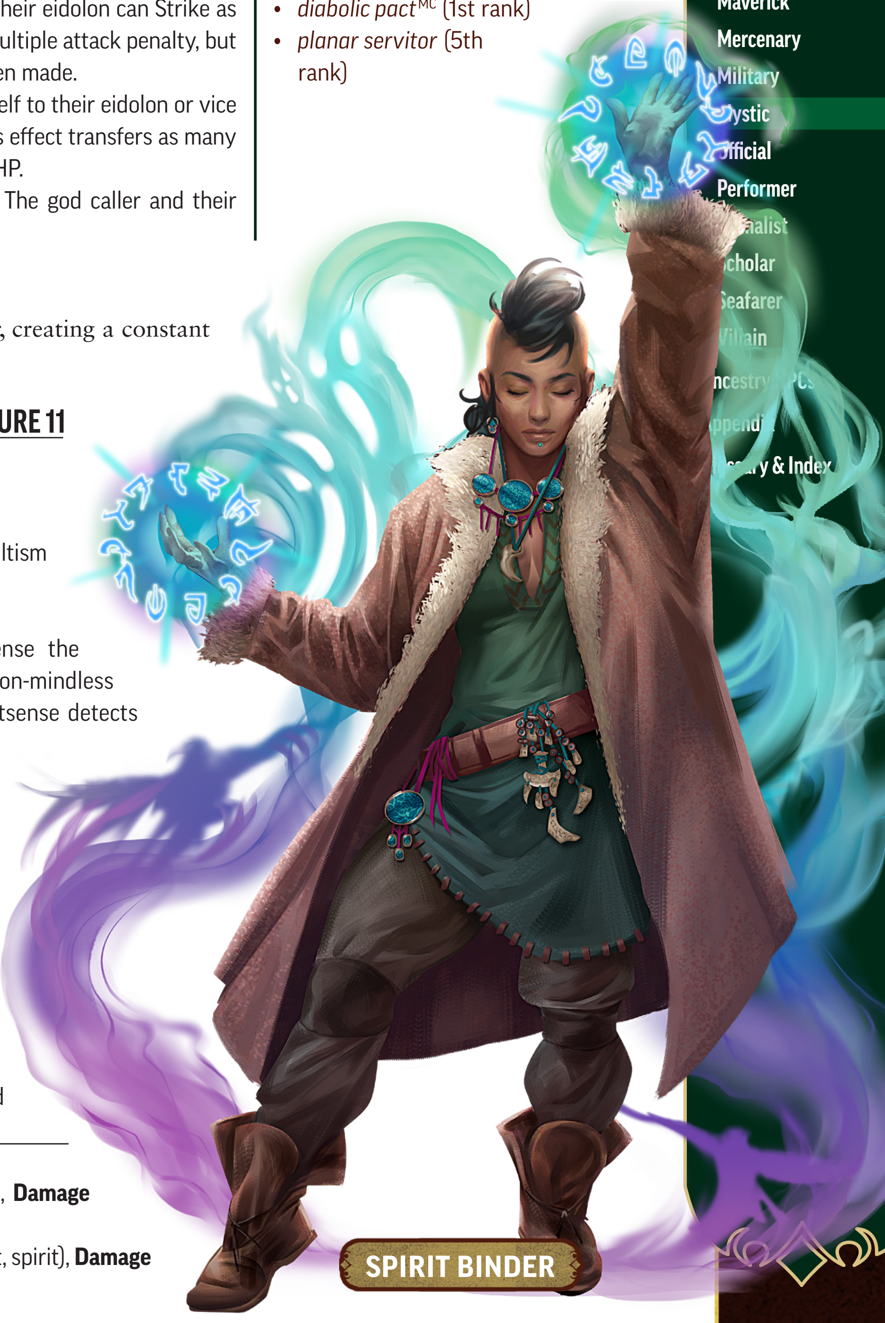
HP 175; **Resistance** spirit 10

Haunting Spirits (aura, occult, spirit) 30 feet. The spirits bound by a spirit binder swirl around, lashing out at their foes. An enemy that enters or starts its turn in the aura must succeed at a DC 27 Will save or take 3d6 spirit damage and be frightened 1 (double damage and frightened 2 on a critical failure).

Speed 25 feet

Melee ◆ ghost claw +19 (finesse, magical, spirit, unarmed), **Damage** 2d10+6 slashing plus 2d6 spirit

Ranged ◆◆ spirit pitch +19 (magical, range increment 60 feet, spirit), **Damage** 3d6 spirit plus 2d6 persistent spirit



JINXED CURSE MONGERS

For certain curse mongers, spreading the curse is an involuntary part of the curse itself. When a jinxed curse monger starts their turn, Share Burden automatically attempts to curse a random creature in range that's not already cursed; this doesn't require an action. If the attempt fails, the curse monger must spend their first actions on that turn casting a curse spell (*cursed metamorphosis*, *never mind*, *spellwrack*, *mariner's curse*, *outcast's curse*, or *ill omen*). If the curse monger doesn't want to curse anyone, the GM determines a target at random. The target doesn't have to be an enemy but can't be the curse monger.

Occult Spontaneous Spells DC 31, attack +23; **7th** (3 slots) *interplanar teleport* (to or from the Ethereal Plane only); **6th** (2 slots) *dominate*, *spirit blast*; **5th** (3 slots) *invoke spirits*, *spiritual guardian*, *wave of despair*; **4th** (3 slots) *clairvoyance*, *fly*, *talking corpse*; **3rd** (3 slots) *clairaudience*, *ghostly weapon*, *levitate*; **2nd** (3 slots) *darkness*, *ghostly carrier*, *peaceful rest*; **1st** (3 slots) *bane*, *command*, *fear*; **Cantrips (6th)** *detect magic*, *figment*, *telekinetic hand*, *telekinetic projectile*, *void warp*

Spirit Scrying The spirit binder's scrying spells can target or detect spirits on other planes as though the spirits were in the Universe.

Succumb to the Void ◆ (concentrate, occult, void) The spirit binder taps into the more nefarious spirits of the Void, becoming something morbid and cruel. For 1d4 rounds, their resistance, aura of spirits, Strikes, and spirit spells change their damage type from spirit damage to void damage and replace their spirit trait with the void trait.

Curse Monger

Oracles who have been consumed by their visions and the divine gifts bestowed upon them turn to more sinister paths, becoming curse mongers. Seeking to rid themselves of the shadows that haunt them, curse mongers lash out and attempt to bind others to their fate.

CURSE MONGER — CREATURE 14

RARE MEDIUM HUMAN HUMANOID

Perception +23

Languages Aklo, Chthonian, Common, Daemonic, Fey

Skills Arcana +25, Deception +25, Intimidation + 23, Occultism +29, Stealth +24

Str +1, **Dex** +5, **Con** +3, **Int** +8, **Wis** +4, **Cha** +4

Items *+1 resilient explorer's clothing*, *+1 striking wounding sickle*, *scroll of fly*

Incurable Curse (curse) The curse monger is permanently clumsy 1, drained 1, enfeebled 1, or stupefied 1 by a curse that can't be removed from them in any way. The GM chooses the condition and decides whether the curse is arcane, divine, occult, or primal.

AC 35; **Fort** +23, **Ref** +25, **Will** +26; –2 to all saves vs. curses

HP 230

Cursed Aura (aura, curse, occult) 30 feet. The very earth and air around the curse monger are poisoned by the curses that burden their soul. Any creature who enters or starts their turn in the aura must succeed at a DC 31 Will save or be doomed 1 (or doomed 2 on a critical failure). Regardless of the result of its save, the creature is then temporarily immune for 1 hour.

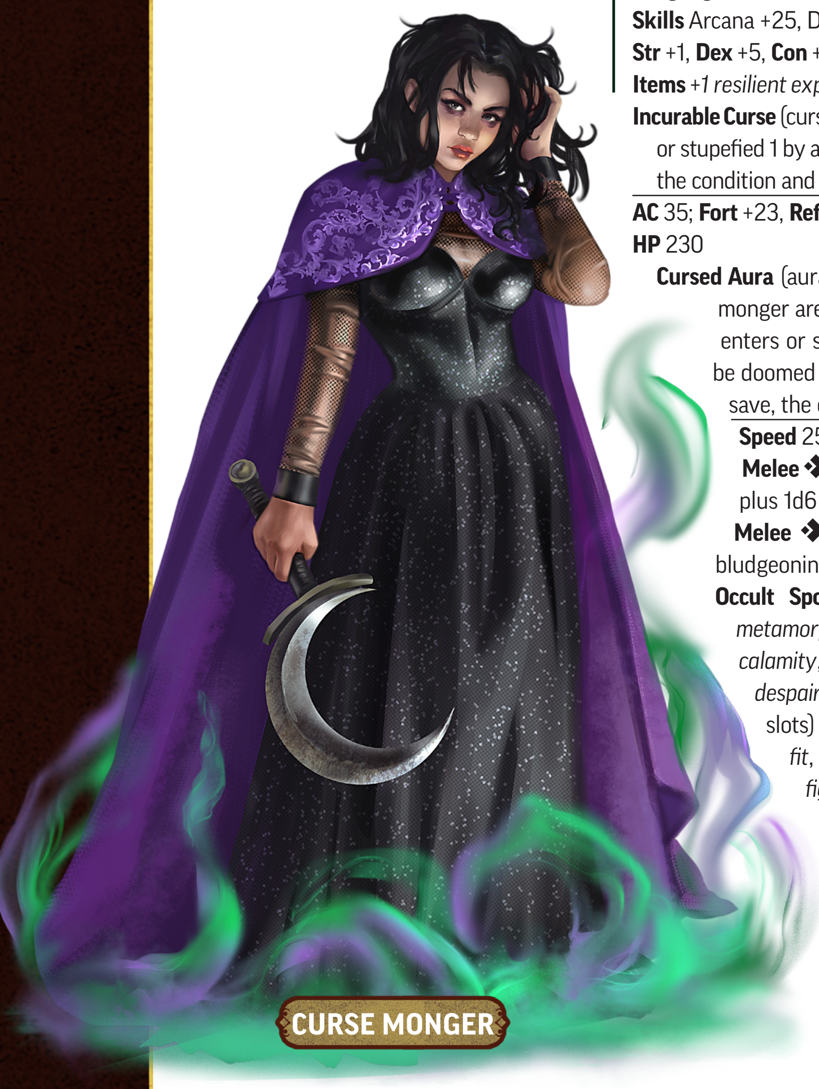
Speed 25 feet

Melee ◆ *sickle* +25 (agile, finesse, magical, trip), **Damage** 2d4+13 slashing plus 1d6 persistent bleed

Melee ◆ fist +24 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+13 bludgeoning

Occult Spontaneous Spells DC 37, attack +29; **7th** (3 slots) *cursed metamorphosis*, *dominate*, *possession*; **6th** (3 slots) *never mind*, *phantasmal calamity*, *spellwrack*; **5th** (3 slots) *false vision*, *mariner's curse*, *wave of despair*; **4th** (3 slots) *blood vendetta*, *outcast's curse*, *vision of death*; **3rd** (3 slots) *hypercognition*, *slow*, *mind reading*; **2nd** (3 slots) *darkness*, *laughing fit*, *paranoia*; **1st** (3 slots) *bane*, *fear*, *ill omen*; **Cantrips (7th)** *daze*, *figment*, *telekinetic hand*, *message*, *void warp*

Share Burden ◆ (concentrate, curse) The curse monger shares their awful burden with one creature they can see within 120 feet. The target must succeed at a DC 37 Will save or be afflicted with the same condition as the curse monger's incurable curse for 24 hours. On a critical failure, the curse's value is 2. The curse lasts for 24 hours but can be removed (unlike the incurable curse), and ends if the curse monger dies. This action has the same tradition trait as incurable curse.



CURSE MONGER

Enchanting Ritualist

Possessing great stores of knowledge on mental magic and rituals, enchanting ritualists can also be solitary and capricious, tricking and transforming their visitors. The GM can change the selection of rituals this NPC knows freely, choosing any rituals of 9th rank or lower.

ENCHANTING RITUALIST CREATURE 18

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +31

Languages Common, Diabolic, Empyreal, Fey

Skills Arcana +34, Diplomacy +31, Deception +35, Nature +34, Occultism +36, Religion +34; +2 circumstance to skill checks for rituals

Str +4, **Dex** +3, **Con** +1, **Int** +6, **Wis** +6, **Cha** +8

Items *+2 greater striking club*, *greater bands of force*, *ornate ritual book*

AC 40; **Fort** +27, **Ref** +28, **Will** +33

HP 320; **Resistances** mental 20

Aura of Contentment (aura, emotion, incapacitation, mental, occult) 30 feet. A creature that enters or starts its turn in the aura must succeed at a DC 38 Will save or lose the desire to do anything except rest and relax. Hostile actions taken against creatures affected by the aura end the effect. If a creature in the aura succeeds on their Will save or is the subject of a hostile action, it's temporarily immune to the aura of contentment for 24 hours. The enchanting ritualist can exempt creatures from the aura's effects.

Speed 25 feet

Melee ◆ *club* +30 (magical), **Damage** 3d6+12 bludgeoning plus 2d6 mental and fool's feast

Melee ◆ fist +28 (agile, magical, nonlethal, unarmed), **Damage** 1d4+12 bludgeoning plus 2d6 mental and fool's feast

Ranged ◆ enchanting wisps +30 (magical, mental, range 100 feet), **Damage** 9d6 mental plus fool's feast

Ranged ◆ *club* +28 (magical, thrown 10 feet), **Damage** 3d6+12 bludgeoning plus 2d6 mental and fool's feast

Occult Spontaneous Spells DC 42, attack +34; **9th** (4 slots) *foresight*, *overwhelming presence*, *synesthesia*$^{\text{PC2}}$, *telepathic demand*$^{\text{PC2}}$; **8th** (4 slots) *canticle of everlasting grief*, *quandary*, *spirit song*$^{\text{PC2}}$, *uncontrollable dance*; **7th** (4 slots) *mask of terror*, *project image*, *truespeech, wave of despair*; **6th** (4 slots) *mislead*, *repulsion*, *truesight*, *zealous conviction*; **5th** (4 slots) *dreaming potential*, *hallucination*, *scouting eye*, *sending*; **4th** (4 slots) *confusion*, *fly*, *honeyed words*, *translocate*; **3rd** (4 slots) *dream message*, *hypnotize*, *illusory disguise*, *levitate*; **2nd** (4 slots) *augury*, *darkvision*, *see the unseen*, *status*; **1st** (4 slots) *alarm*, *fear*, *ill omen*, *illusory object*; **Cantrips (9th)** *daze, detect magic*, *light*, *read aura*, *telekinetic hand*

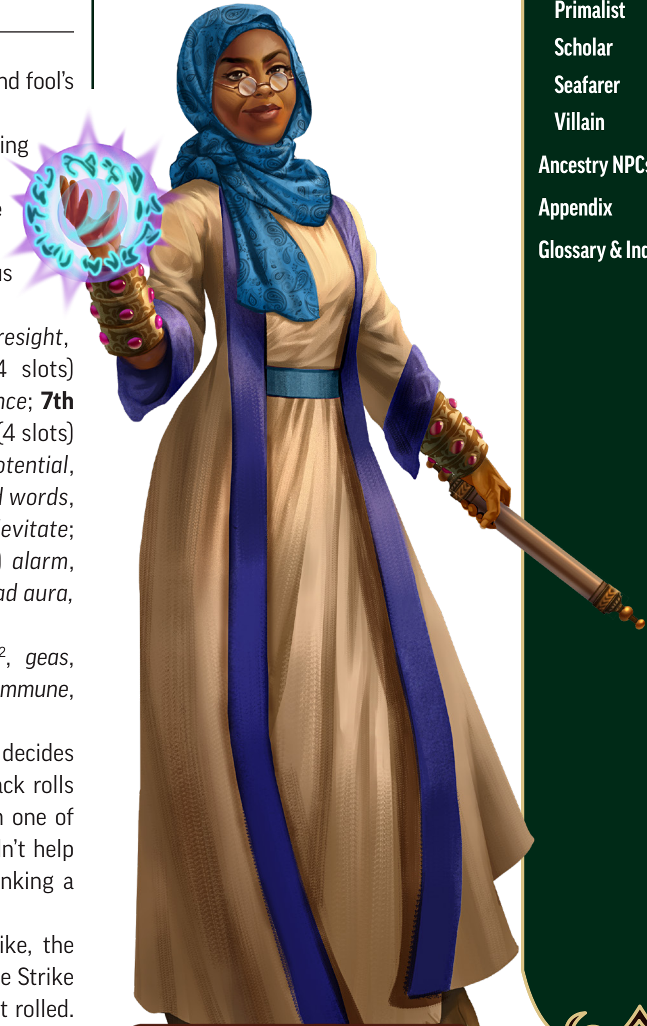
Rituals DC 44; *astral projection*$^{\text{PC2}}$, *fantastic facade*$^{\text{PC2}}$, *fortifying brew*$^{\text{PC2}}$, *geas*, *heartbond*$^{\text{PC2}}$, *atone*, *call spirit*, *planar servitor*, *resurrect*, *binding circle*, *commune*, *collective memories*, *planar displacement*, *rest eternal*$^{\text{PC2}}$

Fool's Feast Recipients of the ritualist's generosity pay dearly if the ritualist decides to turn against them. The ritualist gets a +4 circumstance bonus to attack rolls against any creature that has willingly participated in or benefited from one of their spells or rituals conducted in the last 12 hours. A creature that didn't help conduct a ritual still qualifies if it benefited in other ways, such as drinking a serving of *fortifying brew*.

When the enchanting ritualist damages such a creature with a Strike, the target is affected by a 9th-rank *cursed metamorphosis* spell (DC 42). If the Strike was a critical hit, the creature gets a degree of success one worse than it rolled. Once a creature succeeds at a save against this spell, it is temporarily immune for 24 hours.

GUESTS BEWARE

Most intelligent creatures follow basic customs of hospitality, such as not attacking a guest who has dined under their roof. Even the most sinister fey creature is loath to break such customs, though eating meals with the fey is often fraught with its own dangers. Others have fewer scruples and might employ poisons, curses, or potions as seasoning for unwitting dinner guests.



ENCHANTING RITUALIST

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Curses and Blessings

Creatures who displease or befriend a mystic may find themselves the recipients of a curse or blessing. You can roll on these tables, pick one that suits the scenario, or make up your own to add flavor to your encounter! The curse or blessing has the tradition of the creature that created it (the GM decides if it's unclear). Unless noted otherwise, a curse lasts for 1d4 days and a blessing for 1 day.

Curses can be removed early with a *cleanse affliction* spell. Be sure to use the highest spell rank and the spell DC of the mystic who bestowed the curse. If the source isn't a creature, they are typically 2nd rank and DC 20. You can adapt them for a higher level using the hard DC for a hazard of the intended level (see the Hazard Offense table on page 111 of *GM Core*).

Superficial Curses

These curses have no mechanical effect but can constantly vex a character.

d10	Superficial Curse
1	**Animal Distrust** (curse) All unfamiliar beasts sense an unnerving presence about you, and distrust you on instinct.
2	**Creepy Crawlies** (curse, illusion, mental) The sensation of insects crawling across your skin leaves your hair on edge, but there's nothing to brush away.
3	**Distorted Reflection** (curse, illusion, visual) Every time you catch yourself on any reflective surface, your reflection shifts and morphs, showing a twisted version of you.
4	**Funny Faces** (curse, illusion, mental, visual) Everyone you look at appears to have the same altered facial feature, like an extra-long nose, elephantine ears, or the same terrible haircut.
5	**Marble Mouth** (curse, mental) You persistently mispronounce a common word.
6	**Past Wrongs Return** (curse, illusion, emotion, mental) The misdeeds of your past have come to haunt you. You see reminders of them around every corner and hear whispers of their pain.
7	**Shivers and Chills** (curse, emotion, fear, illusion, mental) A shiver slides down your spine as though someone stepped over your grave. You can't seem to shake the constant cold.
8	**Shortness of Breath** (curse) Your very breath feels strained and whistles through your lungs. You are plagued with coughing and sneezing, never able to catch a breath.
9	**Sleeping Digits** (curse, illusion, pain) Your fingers and toes prickle with that half-asleep sensation, which no amount of stretching can cure.
10	**Unpalatability** (curse, illusion) All food and drink taste acrid in your mouth, making you unable to enjoy a meal.

Minor Curses

Whether examining a forgotten artifact, opening a cryptic tome, or consulting strange entities, adventurers are apt to learn that magical power comes at a price.

d10	Minor Curse
1	**Accident Prone** (curse) No matter where you step, there always seems to be something in your way. You find yourself tripping and slipping much more often. You take a –1 status penalty to Acrobatics checks.
2	**Animal Ears** (curse, morph) You have grown floppy, furry ears that make it difficult for people to take you seriously. You take a –1 status penalty to Diplomacy, Intimidation, and Performance checks, except Performance checks to perform comedy.
3	**Distracting Whispers** (curse, illusion) You are bedeviled by the sound of people talking just out of earshot while you are trying to concentrate. You take a –1 status penalty to skill checks with the concentrate trait.
4	**Heavy Load** (curse, polymorph) One item in your possession becomes extremely heavy, increasing its Bulk to 1 if it had light or negligible Bulk or by 1 if it was 1 Bulk or greater. The GM determines whether the item's size changes or just its weight.
5	**The Squeaks** (curse, illusion) Every step you take emits a noticeable squeaking sound. You take a –1 status penalty to Stealth checks.
6	**Stolen Reflections** (curse, emotion, fear, mental, visual) Your likeness was trapped in a wicked mirror, blasted pool, or similar surface. Confronting your lack of reflection leaves you shaken. When you come within 30 feet a reflective surface, you become frightened 1. After recovering from your frightened condition, you are immune to the curse's effect for 1 hour.
7	**Tangled Threads** (curse) Your clothing or equipment malfunctions at inopportune moments. Each time you roll initiative for a combat encounter, you take a –10-foot status penalty to your Speeds until you Interact to adjust your equipment.
8	**Unsubtle** (curse, mental) You're compelled to speak at full volume the unkind thoughts you might otherwise whisper under your breath. You take a –1 status penalty to Diplomacy checks.
9	**Uncontrollable Aversion** (curse, emotion, fear, mental) You have a deep-seated fear of a particular kind of creature. Your GM chooses one type of creature appropriate to the curse's source. Each time you come within 10 feet of a creature of the chosen type, you must succeed at a Will save with the same DC as the curse or be frightened 2.
10	**Wandering Items** (curse, teleportation) Items you set down never stay put. As soon as you look away, they seem to disappear. Whenever you drop or set down an item, it teleports a short distance away. To find an item that you have dropped or set down, you must spend at least 1 minute searching. In a particularly messy

	or crowded area, the search may take longer, at the determination of your GM.

Minor Blessings

Winning the favor of a mystic comes with more rewards than just friendship. You may gift characters and creatures who befriend mystics a boon or blessing from this table. Any innate spell a blessing grants uses the magical tradition of the blessing itself.

d10	Minor Blessing
1	**Amiability** There's just something about you that people want to trust. You gain a +1 status bonus to Diplomacy checks to Make an Impression.
2	**Ancient Echoes** The echoes of the past and future guide your thoughts. You gain a +1 status bonus to checks to Recall Knowledge.
3	**Bit of Luck** Everything seems to be going your way. You can cast the *bit of luck* focus spell (*Player Core* 376) once as an innate spell.
4	**Disappearance** You can simply disappear when it's most convenient. You can cast *invisibility* once as an innate spell.
5	**Lightfoot** You're swifter and lighter on your feet. You gain a +1 status bonus to Acrobatics checks to Balance.
6	**Sense of Direction** The cosmos guides your path—finding your way through unknown places becomes easier. You gain a +1 status bonus to Survival checks to Sense Direction.
7	**Shielding** The mystic's energy keeps you safe. You can cast a 3rd-rank *shield* spell once as an innate spell.
8	**Soft Spoken** The tone of your voice becomes soothing and carries magic with your words. You can cast *soothe* three times as an innate spell.
9	**Speed** You find yourself moving with relative ease and comfort. For 1 hour, you gain a +10-foot status bonus to Speed and ignore difficult terrain.
10	**Strength of Spirit** The spirits add their strength to yours. You gain a +2 status bonus to Athletics checks to Force Open and Shove.

Warding Esoterica

Mystics carry minor items with mystical purposes. Thaumaturges truly perfect the art, but any mystic might have a handful of these items.

Ward Against	Trinket
Celestials	Scraps of unholy scripture
Corrupted plants	Jet
Demons	Cold iron nails
Devils	Silver shavings
Disguise and deception	Coral
Extraplanar creatures	Balsam wood bead
Fey	Cold iron nails, foxglove, hawthorn, holly, rosemary, verbena
Fiends	Root of angelica, scraps of holy scripture
Ghosts and spirits	Blue glass, bright lime, fennel, salt
Hags	Cold iron nails, salt
Ill luck	Sapphire
Loss of sight	Quartz
Monstrous insects	Spicy basil, tansy
Negative Emotions	Garnet
Qlippoth	Cold iron nails
Shadow creatures	Chicory
Spellcasters	Needles and pins
Undead	Jade
Vampires	Garlic, knotwork of red ribbon, rice, silver shavings
Werecreatures	Silver shavings, wolfsbane

Malefic Mirror

The mirror seer (page 101) uses this special magic item.

MALEFIC MIRROR ITEM 11

RARE | INVESTED | OCCULT | SCRYING | UNHOLY

Price –

Bulk 2

This magic mirror is the conduit between the mirror seer and the source of their power. Any creature who looks in this silver mirror can speak with the entity the mirror is linked to, but only a creature who has made a pact with the entity can activate the *malefic mirror*. If the mirror is shattered, any spells created by the mirror end (it has AC 5, object immunities, Hardness 5, HP 20, and BT 10).

Activate—Peer Beyond 10 minutes (concentrate, occult); **Effect** The mirror casts a DC 28 *scrying* spell for the benefit of the creature activating it. The target must be within the owner's domain (typically within 20 miles of the mirror). The viewer's familiarity with the target doesn't affect the spell's DC.

Activate—Mirror Mimicry 10 minutes (concentrate, manipulate, occult); **Effect** The mirror transforms its owner's appearance into an exact copy of any humanoid the owner desires, with a pale mimicry of that creature's abilities. This has the effects of a 3rd-rank *illusory disguise* spell with a duration of 4 hours. The activation can also be Dismissed.

In addition, the disguised creature can automatically create illusions to mimic the abilities of the subject, with the appearance of spells, abilities, or even impressive physical deeds. These deeds are entirely illusory and can be disbelieved with a successful DC 28 Perception check. If an illusion makes it appear as though the creature moved farther or differently than they actually can (such as making them fly or teleport), the actual creature turns invisible, and their illusory image persists until the end of the creature's next turn. If the creature and their illusory self aren't in the same space at that point, the activation ends, revealing the deception.

OFFICIAL

Larger societies rely on those with the authority and the ability to interpret and enforce laws. Some carry out these duties fairly, but others are harsh and cruel, imposing severe punishments on anyone unable to pay for clemency.

DELAYING TACTICS

An official can weaponize bureaucracy. A judge might enforce an archaic law generally ignored yet still on the books. A tax collector could ask for the seal of a lord who is out of the region. The harbormaster could require all fees in local coin, fully aware that money changers won't be open for days.

Barrister

Barristers may serve as criminal prosecutors or legal advocates, defending the rights of those accused of crimes or named as defendants in civil cases.

BARRISTER — CREATURE −1

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Deception +10, Diplomacy +12, Legal Lore +13, Performance +10, Society +9

Str +0, **Dex** +1, **Con** +1, **Int** +3, **Wis** +2, **Cha** + 4

Items court garb (functions as fine clothing), law book (functions as scholarly journal), writing set

Legal Specialist In a court case or other legal proceeding, the barrister is a 4th-level challenge.

Sway the Judge and Jury A barrister gains a +2 circumstance bonus to Diplomacy checks to Make an Impression or Request something of the deciding members within a courtroom. If the barrister successfully Performs against a DC of 20 during the 20 minutes prior to the check, they increase the circumstance bonus to +4.

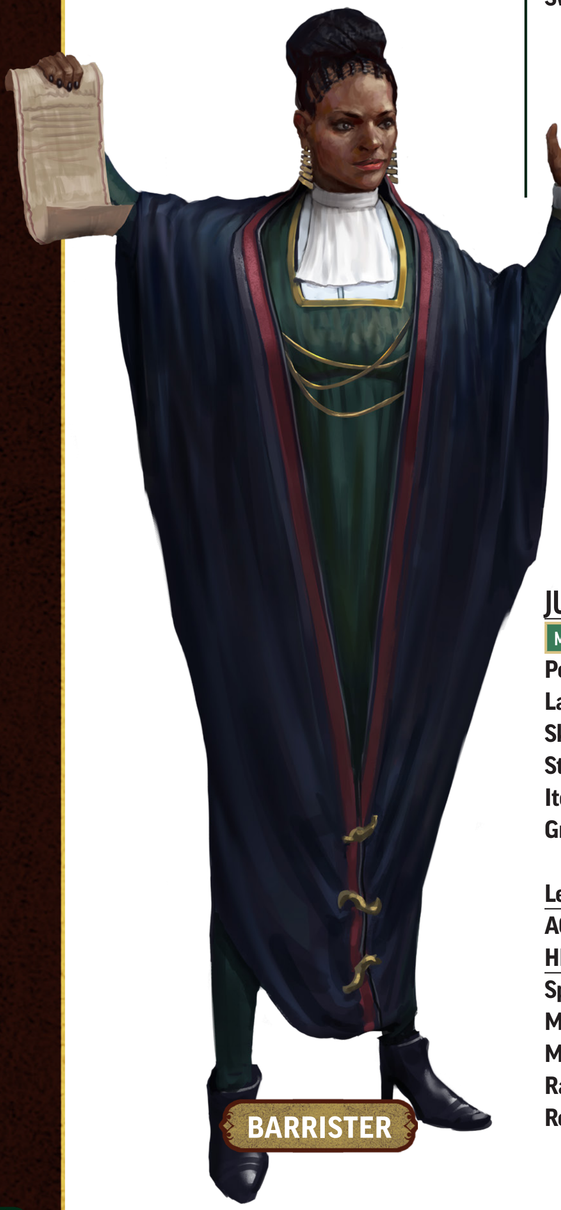
AC 13; **Fort** +3, **Ref** +3, **Will** +12

HP 8

Speed 25 feet

Melee ◆ fist +4 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Cite Precedent ◆ (auditory, linguistic) The barrister uses existing case law to undermine their opposition. If they succeed at a DC 20 Legal Lore check, they impose a –2 circumstance penalty on the next Diplomacy check an opponent attempts in a legal argument. Any further attempts to Cite Precedent fail until a new topic with different precedents is being argued.



Judge

Properly exercised, the duties of a judge include strict adherence to the law regardless of station, with minimal sentimentality. Yet for every unbiased justice, there's one who is zealously confident in their own agenda.

JUDGE — CREATURE −1

MEDIUM HUMAN HUMANOID

Perception +8 (+15 to Sense Motive)

Languages Common

Skills Deception +8, Diplomacy +12, Intimidation +12, Legal Lore +16, Society +14

Str +0, **Dex** –1, **Con** +1, **Int** +3, **Wis** +3, **Cha** +2

Items gavel (functions as a club), judge's robes, *Law and Rhetoric* (book worth 3 gp)

Group Impression When the judge Makes an Impression, they can compare their Diplomacy check result to the Will DCs of up to four targets instead of one.

Legal Specialist In a legal proceeding, the judge is a 6th-level challenge.

AC 13; **Fort** +5, **Ref** +1, **Will** +12

HP 5

Speed 25 feet

Melee ◆ gavel +4, **Damage** 1d6 bludgeoning

Melee ◆ fist +4 (agile, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ◆ gavel +3 (thrown 10 feet), **Damage** 1d4 bludgeoning

Remember, You're Under Oath ◆◆ (auditory, concentrate, emotion, fear, mental) The judge reminds a creature of the oath they swore to the court. The judge makes an

Intimidation check against the target' s Will DC. On a success, the target takes a –2 status penalty to Deception checks to Lie for 10 minutes (or a –4 status penalty on a critical success). Regardless of the result, the target is temporarily immune to this ability for 24 hours.

Tax Collector

Ledgers and marks, positive and negative flows, and levies and allotments are a tax collector's daily bread. Where coin is gained, from whom it's collected, and to whom it's disbursed are their concerns—not who can afford the taxes.

TAX COLLECTOR CREATURE –1

MEDIUM | HUMAN | HUMANOID

Perception +6 (DC 19 against Stealing)

Languages Common

Skills Deception +8, Diplomacy +8, Intimidation +8, Legal Lore +9, Mercantile Lore +10, Society +9, Thievery +6

Str +0, **Dex** +1, **Con** +0, **Int** +3, **Wis** +2, **Cha** +2

Items crossbow (10 bolts), dagger, collection of expired documents with intact seals, merchant's scale, padded armor, tax documents in scroll case

Financial Specialist When dealing with matters of taxes and finance, the tax collector is a 3rd-level challenge.

AC 14; **Fort** +2, **Ref** +3, **Will** +8

HP 6

Speed 25 feet

Melee ◆ dagger +5 (agile, finesse, versatile S), **Damage** 1d4 piercing

Melee ◆ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ◆ crossbow +5 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Glittering Distraction ◆ (emotion, mental) The tax collector Strides. At any point during this movement, they can Interact to hurl a handful of coins. If there are commoners about, this typically causes a scene. Crowds are usually difficult terrain and have other effects (*GM Core* 92).

Mayor

The mayor is the political leader of a settlement. While not always an elected position, it usually involves devoting time to both civic and ceremonial functions and knowing the needs of their settlement.

MAYOR CREATURE 0

MEDIUM | HUMAN | HUMANOID

Perception +9

Languages Common, up to 2 additional languages spoken in their settlement

Skills Deception +15, Diplomacy +15, Guild Lore +11, Intimidation +15, Society +13

Str +0, **Dex** +2, **Con** +1, **Int** +1, **Wis** +2, **Cha** +3

Items decorative sword of station (functions as shortsword)

Political Specialist For encounters involving seeking political favors, the mayor is a 6th-level challenge.

Pulse of the Electorate The mayor can quickly find things out, and 1 hour after anyone in their settlement becomes aware of an event or activity, the mayor becomes aware of it, so long as they have had time to hobnob with their constituents.

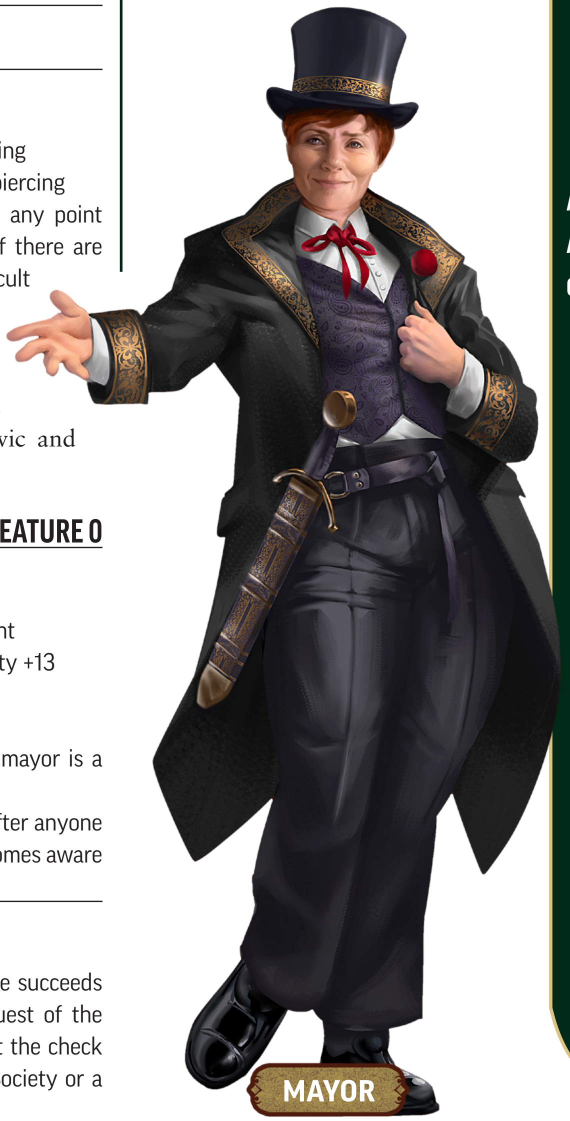
AC 14; **Fort** +6, **Ref** +3, **Will** +14

HP 16

But Will It Lose Me Votes ⤾ **Frequency** once per hour; **Trigger** A creature succeeds (but doesn't critically succeed) at a Diplomacy check to make a Request of the mayor; **Effect** The triggering creature (or one of its allies) must attempt the check again within the next hour, this time against the mayor's Society DC. Society or a relevant Lore skill may be used for this check instead of Diplomacy.

AT YOUR SERVICE

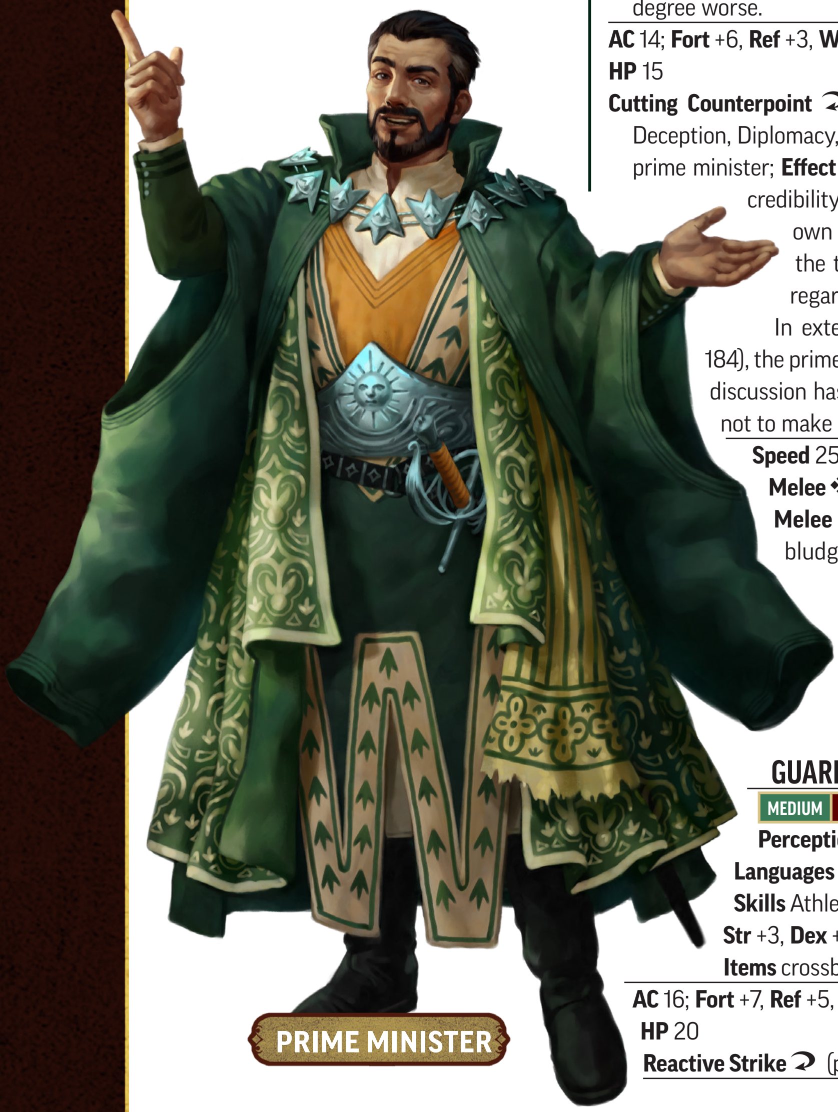
Many officials can conscript others into service in a variety of positions. These are usually other officials like guards or jailers, but some NPCs from other sections who might be conscripted include drover (page 67), guide (page 55), messenger (page 70), and tracker (page 54). On rare occasions officials are given some amount of authority over NPCs in the military (page 88–85). The harbormaster also can conscript the services of a bosun (page 147), dockhand (page 66), navigator (page 146), or ship captain (page 149).



Speed 25 feet
Melee ◆ decorative sword of station +6 (agile, finesse, versatile S), **Damage** 1d6 piercing
Melee ◆ fist +6 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

MAKING BUREAUCRACY FUN

Waiting in lines and filling out forms is rarely fun in real life, so how can it be fun in your game? Keep scenes moving and allow everyone to participate. Describe how long PCs wait, but never actually force your players to wait as their characters do. The frustration of filling out forms or talking to dozens of clerks in different departments can be summarized or delivered as background. Further, if a roll isn't needed or roleplay isn't happening, the scene can simply be part of that background, meaning that even while their characters are at their wits' ends, your players are just as involved as they would be in any other social challenge. Finally, make sure every PC has some way to contribute.


PRIME MINISTER

Prime Minister

The prime minister is the leader of a nation's bureaucracy. They are experienced politicians in charge of the laws and regulations of their territory, answering only to a monarch, if there is one. Often, though, a vote of "No Confidence" or similar legal procedure exists for removing the prime minister.

PRIME MINISTER — CREATURE 0

MEDIUM HUMAN HUMANOID
Perception +9 (+19 to Sense Motive)
Languages Common, up to 3 additional languages spoken in their nation
Skills Deception +22, Diplomacy +22, Guild Lore +17, Intimidation +19, Legal Lore +19, Society +22
Str +0, **Dex** +2, **Con** +1, **Int** +3, **Wis** +3, **Cha** +4
Items rapier
Political Specialist For encounters involving politics, the prime minister is a 10th-level challenge.
Unshakable Confidence All attempts to Coerce the prime minister have a result one degree worse.

AC 14; **Fort** +6, **Ref** +3, **Will** +19
HP 15
Cutting Counterpoint ⤾ **Trigger** The prime minister hears a creature attempt a Deception, Diplomacy, or an Intimidation check against any creature other than the prime minister; **Effect** The prime minister interrupts with a witty barb, cutting the credibility of the creature's argument. The prime minister attempts their own check of the same type. If the result is higher than that of the triggering check, the triggering check is considered a failure regardless of its roll.

In extended negotiations, like a Victory Point challenge (*GM Core* 184), the prime minister can't use this ability again until every creature in the discussion has had an opportunity to attempt a check (even if they decide not to make one).

Speed 25 feet
Melee ◆ rapier +5 (deadly d8, disarm, finesse), **Damage** 1d6 piercing
Melee ◆ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Guard

Guards are rank-and-file members of a town watch or city guard, trained to look for trouble, take down criminals, and follow orders.

GUARD — CREATURE 1

MEDIUM HUMAN HUMANOID
Perception +7 (+8 to find concealed objects)
Languages Common
Skills Athletics +7, Intimidation +5, Legal Lore +3
Str +3, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1
Items crossbow (10 bolts), dagger, sap, scale mail, signal whistle

AC 16; **Fort** +7, **Ref** +5, **Will** +5
HP 20
Reactive Strike ⤾ (page 231)

Speed 25 feet
Melee ◆ sap +7 (agile, nonlethal), **Damage** 1d6+3 bludgeoning
Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning
Ranged ◆ crossbow +6 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Archer Sentry

Archer sentries slightly outrank rank-and-file guards, taking positions on walls, garrisons, and other important locations where they can stay out of the fray and pick off criminals or assailants.

ARCHER SENTRY — CREATURE 2

MEDIUM | HUMAN | HUMANOID

Perception +11
Languages Common
Skills Acrobatics +8, Athletics +6, Intimidation +4, Legal Lore +4
Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +0
Items composite longbow (100 arrows), leather armor, shortsword, signal whistle

AC 17; **Fort** +7, **Ref** +10, **Will** +7
HP 30

Speed 25 feet
Melee ◆ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing
Melee ◆ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning
Ranged ◆ composite longbow +10 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+3 piercing
Sentry's Aim ◆◆ (concentrate) The archer sentry aims carefully and fires. They make a ranged weapon Strike with a +1 circumstance bonus. The Strike ignores the concealed condition, lesser cover, and standard cover, and reduces greater cover to standard cover.

Harbormaster

A port must sustain itself on different types of flows: the seaward and coastal flows, marked by the rising and falling of the tides, and the constant flow of trade. A harbormaster is expected to know the former reflexively and encourage the latter within the jurisdictional rules of law.

HARBORMASTER — CREATURE 3

MEDIUM | HUMAN | HUMANOID

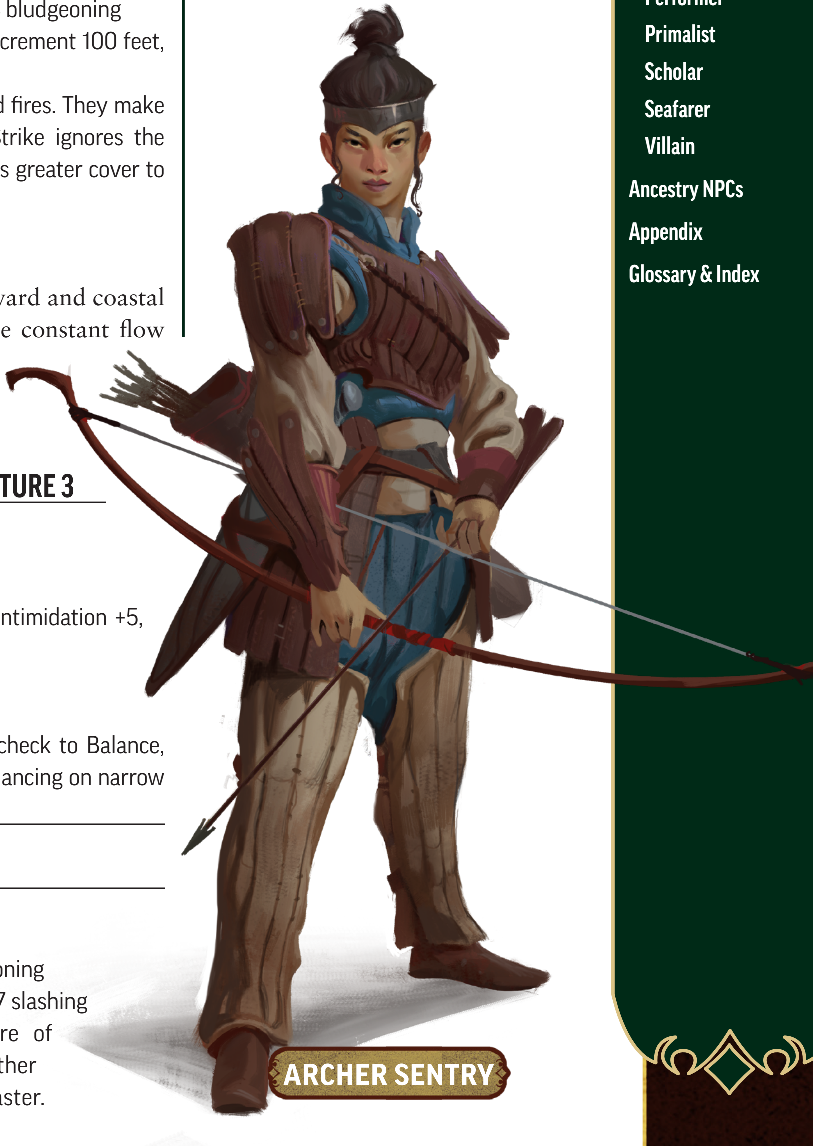
Perception +6
Languages Common, up to 2 additional languages
Skills Acrobatics +9, Athletics +9, Diplomacy +5, Fishing Lore +8, Intimidation +5, Sailing Lore +10
Str +4, **Dex** +2, **Con** +2, **Int** +2, **Wis** +1, **Cha** +0
Items fishing tackle, hatchet (2), ledger, manacles, spyglass
Steady Balance Whenever the harbormaster rolls a success on a check to Balance, they get a critical success instead. They're not off-guard while Balancing on narrow surfaces and uneven ground.

AC 18; **Fort** +8, **Ref** +10, **Will** +8
HP 45

Speed 25 feet
Melee ◆ hatchet +12 (agile, sweep), **Damage** 1d6+7 slashing
Melee ◆ fist +12 (agile, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning
Ranged ◆ hatchet +10 (agile, sweep, thrown 10 feet), **Damage** 1d6+7 slashing
Experienced Hand The harbormaster has endured their share of adverse conditions at sea. Any creature that's in adverse weather or aboard a vessel on rough water is off-guard to the harbormaster.

RAISE THE ALARM!

In a settlement with an alarm, brawls, or other major disruptions trigger an alarm 1 round after the watch is alerted. Guards start to arrive after about 5 rounds, usually in patrols of 2 or 3 members, with larger groups of 8–12 near important locations.


ARCHER SENTRY

JAILBREAK!

If a PC or ally gets imprisoned, the group might plot a jailbreak. For a complex jail or penitentiary, this might require the use of the infiltration subsystem (*GM Core* 196). With a smaller town or city jail with a simple structure and small staff, it could require just a bit of force. The jailbreak might just be the beginning, leading to additional adventure!

Inspector

Inspectors cultivate a wide selection of skills to investigate arson, murder, and other serious crimes, usually in major urban centers. They can assist adventurers, perhaps noticing an object or creature that seems out of the ordinary without being sure why.

INSPECTOR CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +12 (+15 to Sense Motive, Seek, or Search)

Languages Common, up to 3 additional languages

Skills Athletics +9, Diplomacy +12, Intimidation +13, Legal Lore +13, Medicine +8 (+13 to Recall Knowledge), Society +12

Str +1, **Dex** +3, **Con** +0, **Int** +4, **Wis** +3, **Cha** +1

Items leather armor, shortsword

Investigation Specialist For encounters involving investigation, the inspector is a 5th-level challenge.

Sense Demise The inspector can Sense Motive on a corpse, learning about the creature in the moments before its death.

AC 19; **Fort** +5, **Ref** +10, **Will** +12

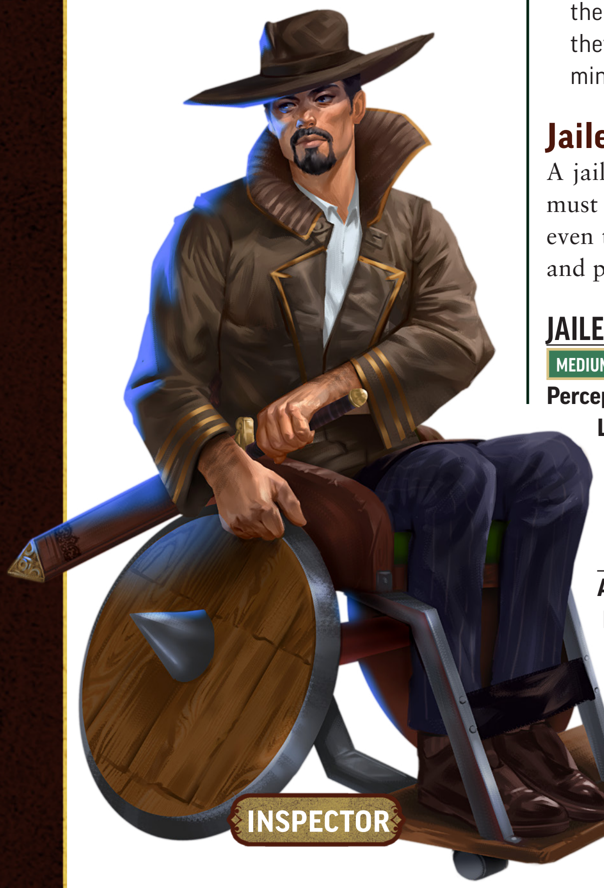
HP 40

Speed 25 feet

Melee ◆ shortsword +12 (agile, finesse, versatile S), **Damage** 1d6+4 piercing plus 1 precision

Melee ◆ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning plus 1 precision

Unavoidable Question ◆ (linguistic) **Frequency** once per turn; **Effect** The inspector Demoralizes a creature and asks a question. On a success, the next Strike the inspector attempts against that target deals an additional 1d6 precision damage. If the target spends an action on their next turn to answer the question, either truthfully or by succeeding at a DC 25 Deception check, they are temporarily immune to the inspector's Unavoidable Question for 1 minute.



INSPECTOR

Jailer

A jailer's primary responsibility is to keep prisoners from escaping. Jailers must often use force, or the threat of force, to keep their charges in line, as even the most carefully crafted cells, manacles, or chains can fail with time and persistence when the prisoners have the will to attempt an escape.

JAILER CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +9 (+10 to find concealed objects)

Languages Common

Skills Athletics +11, Diplomacy +5, Intimidation +7

Str +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0

Items club, crossbow (20 bolts), keyring, simple manacles, signal whistle, studded leather armor

AC 18; **Fort** +8, **Ref** +10, **Will** +7

HP 45

Reactive Strike ⤾ (page 231)

Speed 25 feet

Melee ◆ club +11, **Damage** 1d6+8 bludgeoning

Melee ◆ fist +11 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ◆ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

Ranged ◆ club +10 (thrown 10 feet), **Damage** 1d6+8 bludgeoning

Efficient Capture ◆◆◆ (attack, manipulate) **Requirements** The jailer has manacles in hand and is adjacent to a creature; **Effect** The jailer attempts to bind the creature's wrists or ankles with the manacles. If the jailer succeeds at an attack roll with a +9 modifier against the target's AC, they apply the manacles.

Intimidating Strike ◆◆ (emotion, fear, mental) The jailer makes a melee Strike. If it hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Subdue Prisoners The jailer doesn't take the normal penalty for making a nonlethal attack when attacking with their club.

Watch Officer

Often leading a small team of lower-ranking guards, watch officers patrol their assigned areas to maintain order and enforce laws. Watch officers get the job done, though their methods aren't always gentle or kind.

WATCH OFFICER — CREATURE 3

MEDIUM | HUMAN | HUMANOID

Perception +8 (+9 to Sense Motive)

Languages Common

Skills Athletics +11, Diplomacy +6, Intimidation +9, Legal Lore +7, Society +5

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items breastplate, crossbow (20 bolts), dagger, signal whistle, steel shield (Hardness 5, HP 20, BT 10), warhammer

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AC 19 (21 with shield raised); **Fort** +10, **Ref** +6, **Will** +8

HP 45

Air of Authority (aura, emotion, mental) 10 feet. Creatures in the aura who are the same or lower level than the watch officer take a –2 status penalty to their Will DC against the watch officer's attempts to Coerce or Demoralize them.

Bravery When the watch officer rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Reactive Strike ⤾ (page 231)

Shield Block ⤾ (page 231)

Speed 25 feet

Melee ◆ warhammer +13 (shove), **Damage** 1d8+7 bludgeoning

Melee ◆ fist +13 (agile, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ◆ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Sudden Charge ◆◆ **Frequency** once per round; **Effect** The watch officer Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

Equestrian Constable

Equestrian constables patrol for criminals on horseback in wealthy areas or serve as reeves to enforce court orders. Some patrol major roads far from the protection of the city guard.

EQUESTRIAN CONSTABLE — CREATURE 4

MEDIUM | HUMAN | HUMANOID

Perception +11

Languages Common

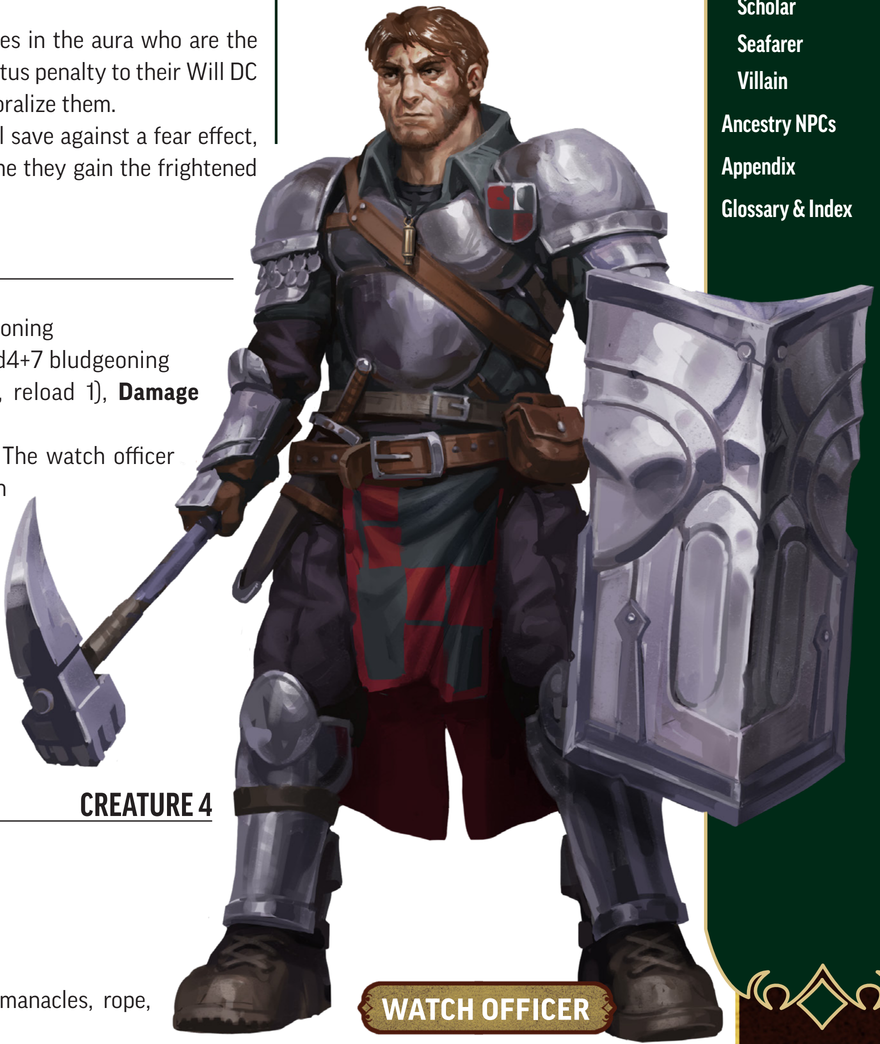
Skills Athletics +12, Nature +10, Settlement Lore +8

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +1

Items crossbow (20 bolts), guisarme, half plate, poor manacles, rope, signal whistle

DEPLOYING THE WATCH

If no guard is present, it takes at least 1–2 rounds for a civilian to find a guard to sound an alarm whistle. If a guard was on the scene, they would sound the alarm immediately. Reinforcements typically arrive 2–3 rounds later.



WATCH OFFICER

UNUSUAL MISDEMEANORS

- Altering the weather without a permit
- Failing to clean up after animal companions
- Flying within city limits
- Selling potions without a license

Trained Animal The equestrian constable rides a trained mount of their level or lower, usually a war horse (*Monster Core* 201) or, for elite equestrian constables, a veteran war horse (page 218). The animal has the standard number of actions, uses its normal stat block, and counts toward the encounter's XP budget normally.

AC 21; **Fort** +14, **Ref** +8, **Will** +10

HP 60

Opportune Maneuver ↺ **Trigger** A creature within 10 feet uses an action with the move trait or leaves a space within the constable's reach during its move action; **Effect** The constable attempts to Trip the triggering creature. On a success, the triggering action is disrupted.

Speed 25 feet

Melee ◆ guisarme +14 (reach 10 feet, trip), **Damage** 1d8+8 slashing plus Knockdown

Melee ◆ fist +14 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ◆ crossbow +11 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

Vigilant Vantage ◆ The equestrian constable Seeks or Points Out a target. They can Interact to draw an item or Command an Animal to approach or attack the target.

City Guard Squadron

Garrisons of professional guards are given the duties of patrolling the streets, assisting citizenry, and acting as a quick military response in times of crisis.

CITY GUARD SQUADRON CREATURE 5

GARGANTUAN HUMAN HUMANOID TROOP

Perception +12

Languages Common

Skills Athletics +14, Intimidation +11, Settlement Lore +9

Str +5, **Dex** +0, **Con** +3, **Int** +0, **Wis** +2, **Cha** +2

Seek Quarry City guards can spend 1 minute to designate a single creature for whom they have a physical description as their quarry. They gain a +2 circumstance bonus to Perception checks against their quarry.

AC 22; **Fort** +14, **Ref** +9, **Will** +11

HP 75 (4 segments); **Thresholds** 50 (3 segments), 25 (2 segments); **Weaknesses** area damage 5, splash damage 5

Troop Defenses (page 231)

Speed 25 feet; city passage, troop movement (page 231)

City Passage City guards ignore difficult terrain caused by crowds or from movement through narrow spaces such as alleyways.

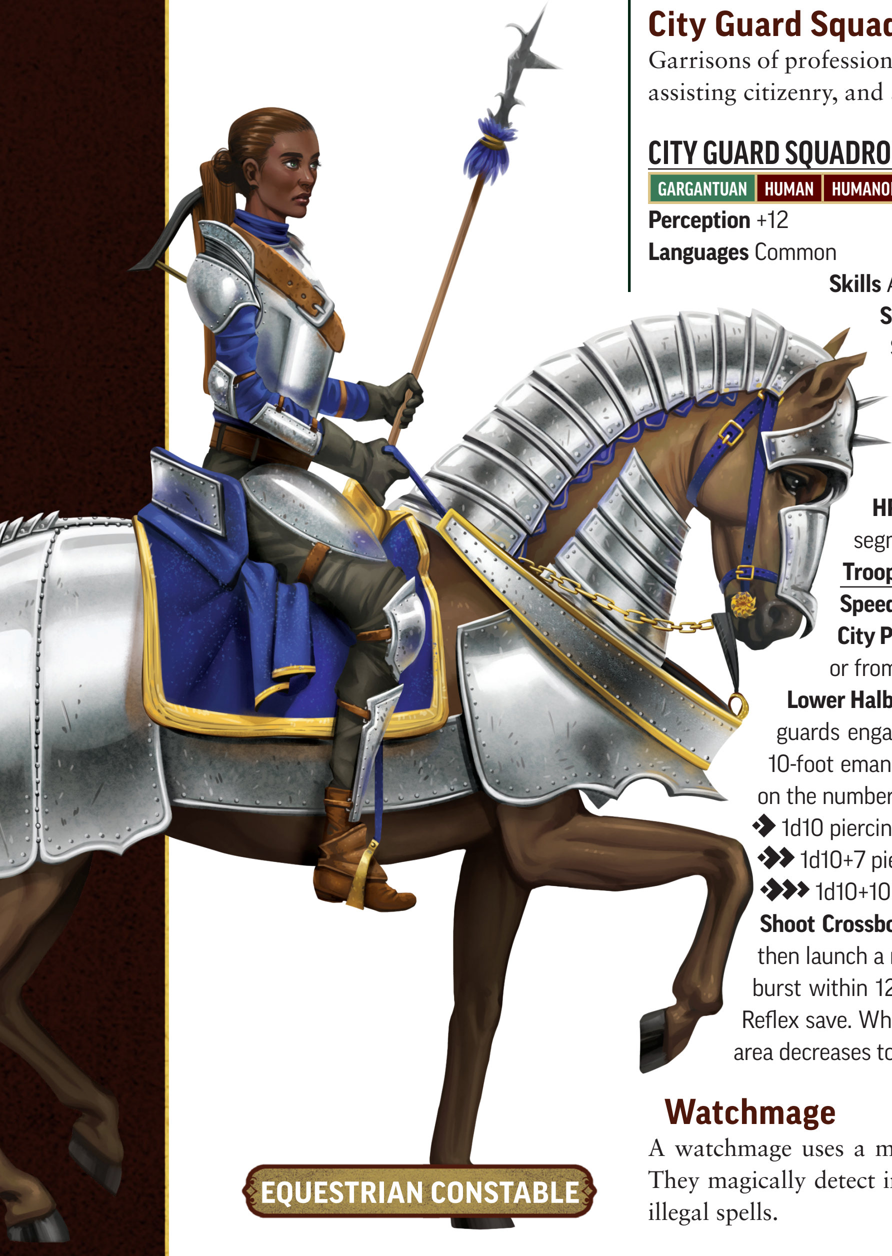
Lower Halberds! ◆ to ◆◆◆ **Frequency** once per round; **Effect** The city guards engage in a coordinated melee attack against each enemy in a 10-foot emanation, with a DC 19 basic Reflex save. The damage depends on the number of actions.

◆ 1d10 piercing or slashing damage

◆◆ 1d10+7 piercing or slashing damage

◆◆◆ 1d10+10 piercing or slashing damage

Shoot Crossbows! ◆◆ The city guards draw or reload their crossbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 2d8 piercing damage with a DC 19 basic Reflex save. When the city guards are reduced to 2 or fewer segments, this area decreases to a 5-foot burst.



EQUESTRIAN CONSTABLE

Watchmage

A watchmage uses a mix of magic and martial training to enforce the law. They magically detect invisible criminals, locate stolen property, and counter illegal spells.

WATCHMAGE CREATURE 5

MEDIUM **HUMAN** **HUMANOID**

Perception +15

Languages Common

Skills Arcana +13, Athletics +10, Intimidation +9, Legal Lore +13, Society +11

Str +1, **Dex** +4, **Con** +2, **Int** +4, **Wis** +1, **Cha** +0

Items leather armor, shortbow (20 arrows), spellbook (contains all prepared spells plus *earthbind*, *revealing light*, *sleep, tailwind*)

Arcane Watch The watchmage can either Investigate or Search while using the Detect Magic exploration activity.

AC 21; **Fort** +9, **Ref** +12, **Will** +14

HP 70

Counter Escape ⤾ (arcane) **Trigger** A creature Casts a Spell with the teleportation trait or as a reaction; **Effect** The watchmage expends a spell slot of the same rank or higher as the trigger creature's spell and attempts to counteract the triggering spell (counteract modifier +11).

Speed 25 feet

Melee ◆ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d6+5 bludgeoning

Ranged ◆ *shortbow* +15 (deadly d10, magical, range increment 60 feet), **Damage** 1d6+4 piercing plus 1d6 force

Arcane Prepared Spells DC 20, attack +12; **3rd** *haste*, *slow*; **2nd** *dispel magic*, *see the unseen*; **1st** *command*, *force barrage*, *sure strike*; **Cantrips (3rd)** *detect magic*, *frostbite*, *ignition*, *read aura*, *tangle vine*

Eldritch Arms (concentrate) In a brief ritual that takes 10 minutes, the watchmage chooses a single weapon or unarmed attack through which they can focus their magic. Strikes the watchmage makes with that weapon are magical and deal 1d6 additional force damage.

Spellbound Strike ◆◆◆ **Requirements** The watchmage is wielding the weapon chosen with Eldritch Arms; **Effect** The watchmage Casts a Spell that takes 1 or 2 actions to cast, imbuing that spell into the weapon. The watchmage Strikes with the required weapon. This counts as two attacks for the watchmage's multiple attack penalty. On a hit, the target is also affected by the spell, though the target gets any normal defenses allowed by the spell.

If the spell is targeted, it targets the creature that was hit and no one else. If the spell is an area, the target must be in the area. A burst is centered on a corner of the target's square if the target is Medium or smaller, or the corner of a square closest to the creature's center if it's Large or larger. A cone or line emits from a square of the watchmage's choice adjacent to the target.

Captain of the Guard

The captain of the guard leads a troop of soldiers who serve as security forces for a powerful individual, most often a high-ranking noble or very rich merchant, though this stat block could also represent a lower-ranking captain of the guard for the leader of a nation. A formidable opponent in their own right, the captain of the guard skillfully employs their troops to protect the life and health of their ward.

CAPTAIN OF THE GUARD CREATURE 6

MEDIUM **HUMAN** **HUMANOID**

Perception +15

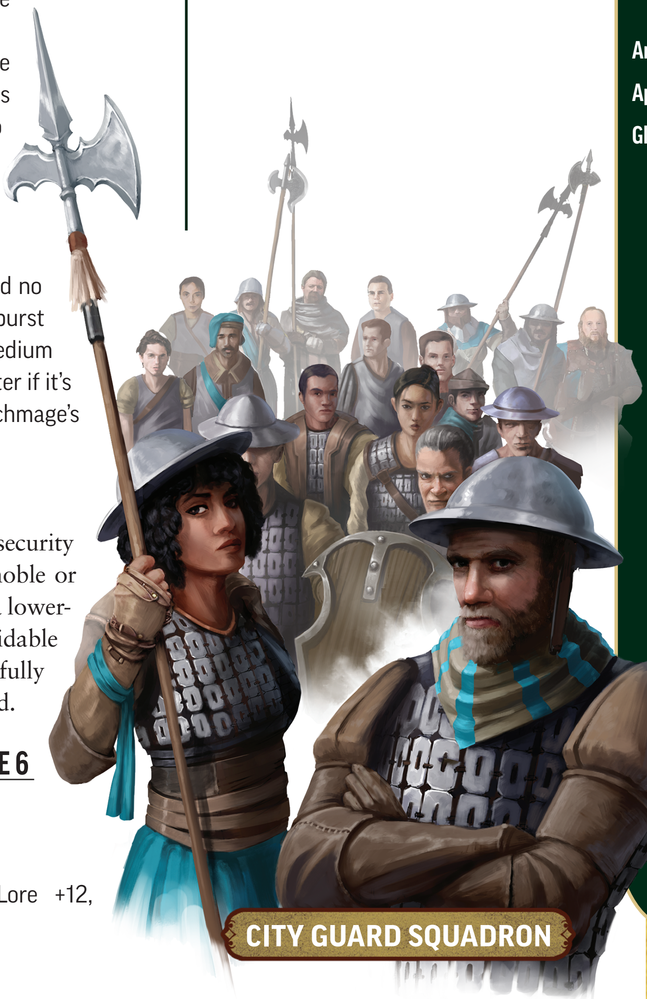
Languages Common

Skills Athletics+15, Diplomacy +11, Intimidation +13, Legal Lore +12, Society +10, Warfare Lore +8

Str +5, **Dex** +0, **Con** +2, **Int** +0, **Wis** +3, **Cha** +3

LOCAL GUARDS

The city guard squadron depicted here consists of humans armed with halberds and crossbows. You can alter these details to match the settlements in your game, adding ancestry traits, regional languages, and other abilities as necessary, and swapping out their weaponry for ones appropriate to the local culture. Some of the ancestry entries in chapter 2 also include troops even more suited to settlements inhabited by different ancestries!



CITY GUARD SQUADRON

OFF WITH A WARNING

Officers can often be convinced to drop a minor or tenuous investigation.

- Request with a sympathetic story (standard DC for civil infraction, hard DC for misdemeanor, very hard DC for lesser felony unlikely to go to trial)
- Explain away suspicious circumstances
- Give a bribe of about one-quarter to half the fine
- Invoke a jurisdiction conflict (Society with a hard DC of the officer's level)
- Invoke an associate powerful enough to make life difficult for the officer (Coerce, potentially Lie)

Items crossbow (20 bolts), dagger, full plate, *+1 longsword*, steel shield (Hardness 5, HP 20, BT 10)

AC 24 (26 with shield raised); **Fort** +14, **Ref** +12, **Will** +15

HP 95

Aura of Command (aura, emotion, mental) 30 feet. The captain of the guard bolsters lower-level guards under their command, granting them a +1 status bonus to their attack rolls and a +2 status bonus to their Will saves.

Bravery As watch officer (page 113).

Shield Warden When the captain has their shield raised, they can Shield Block when an attack is made against an adjacent ally. If they do, the shield prevents that ally from taking damage instead of the captain.

Reactive Strike ⮌ (page 231)

Shield Block ⮌ (page 231)

Speed 20 feet

Melee ◆ *longsword* +18 (magical, versatile P), **Damage** 1d8+11 slashing

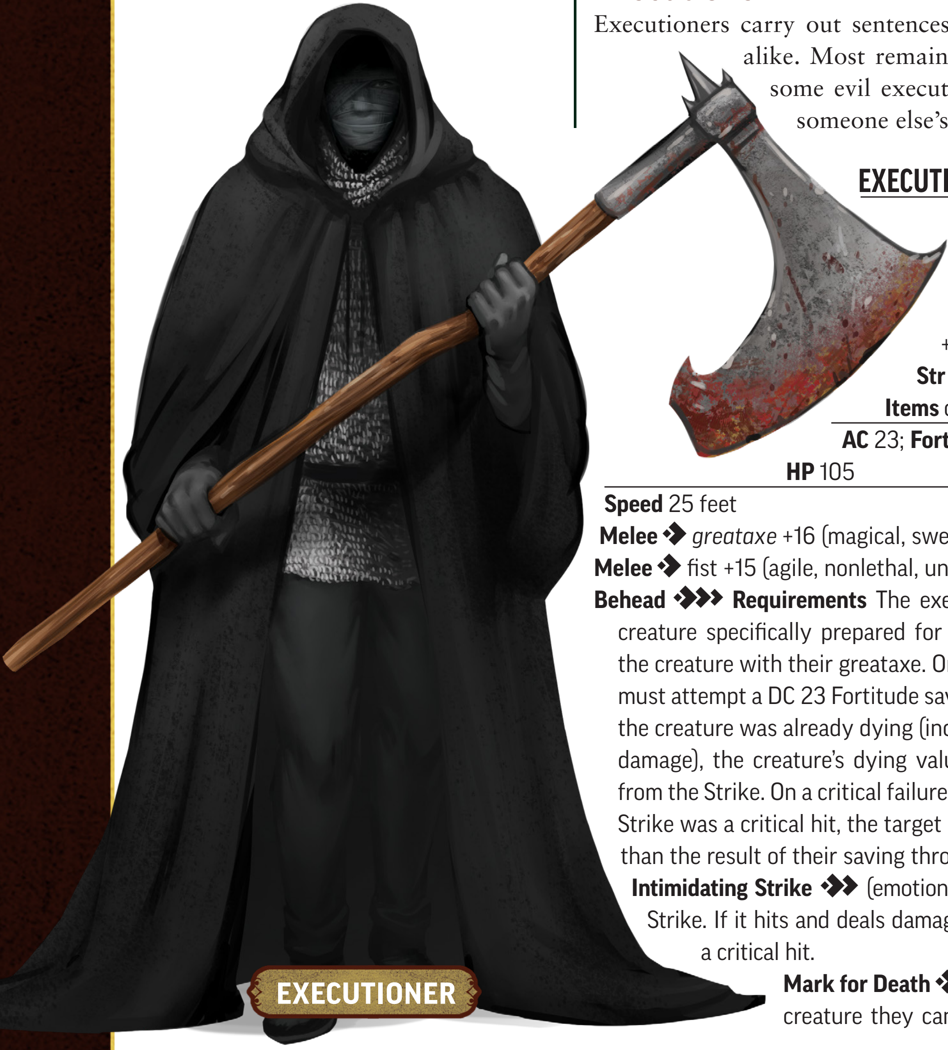
Melee ◆ fist +17 (agile, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

Ranged ◆ crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

Shielded Advance ◆ **Requirements** The captain of the guard has their shield raised; **Effect** The captain of the guard presses forward, using their shield to push back foes. The captain Strides and Shoves, in either order. The multiple attack penalty doesn't apply to this Shove, though the Shove does count toward the captain's multiple attack penalty.

Executioner

Executioners carry out sentences from cruel tyrants and legitimate rulers alike. Most remain numb to the necessity of their duty, but some evil executioners grow to love the power of having someone else's life in their hands.



EXECUTIONER CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common

Skills Athletics +15, Intimidation +13, Medicine +10

Str +5, **Dex** +2, **Con** +3, **Int** –1, **Wis** +2, **Cha** +2

Items chainmail, *+1 greataxe*, hood

AC 23; **Fort** +15, **Ref** +12, **Will** +14

HP 105

Speed 25 feet

Melee ◆ *greataxe* +16 (magical, sweep), **Damage** 1d12+9 slashing

Melee ◆ fist +15 (agile, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Behead ◆◆◆ **Requirements** The executioner is adjacent to a dying creature or a creature specifically prepared for a killing blow; **Effect** The executioner Strikes the creature with their greataxe. On a hit, in addition to taking damage, the target must attempt a DC 23 Fortitude save or be reduced to 0 HP and become dying 1. If the creature was already dying (including if it was reduced to 0 HP by the Strike's damage), the creature's dying value increases by 1, in addition to any increase from the Strike. On a critical failure, the creature dies instantly. If the executioner's Strike was a critical hit, the target uses the outcome one degree of success worse than the result of their saving throw.

Intimidating Strike ◆◆ (emotion, fear, mental) The executioner makes a melee Strike. If it hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Mark for Death ◆ (concentrate) The executioner marks a single creature they can see for death. The first time each round the executioner Strikes that creature, the Strike deals an extra 1d12 precision damage. The creature remains marked for death until the executioner is knocked out, marks a different creature for death, or the encounter ends.

Warden

Wardens are the chief guardians of borders and frontiers. Whether standing watch over a single village or an entire region, wardens keep a vigilant eye out for threats to their charges. Wardens are stalwart folk, often called to duty by Erastil to protect those around them. Be it times of war or along the frontier, wardens are often the balanced edge of a blade between a community and the wilds at its fringes.

WARDEN CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +17

Languages Common

Skills Athletics +15, Nature +11, Stealth +13, Survival +13

Str +4, **Dex** +2, **Con** +3, **Int** +1, **Wis** +2, **Cha** +1

Items backpack, bastard sword, bedroll, compass, *+1 composite longbow* (10 arrows), flint and steel, maps, pup tent, scale mail

AC 24; **Fort** +15, **Ref** +15, **Will** +11

HP 100

Warding Strike ⤾ **Trigger** One of the warden's enemies within 100 feet attacks one of the warden's allies or a person the warden is sworn to protect; **Effect** The warden Strikes the triggering enemy. If the Strike hits, the enemy's attack is deflected, reducing its damage by 8, or by 16 if the warden's Strike was a critical hit.

Speed 25 feet

Melee ◆ bastard sword +16 (two-hand d12), **Damage** 1d8+10 slashing

Melee ◆ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ◆ *composite longbow* +17 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

Warden's Protection A warden deals an extra 1d8 damage to any creature trespassing on the territory the warden protects.

DEPUTIZED ADVENTURING

Watch officers often need specialized help solving difficult criminal cases or tracking down fugitives who have evaded capture. Adventurers who are hired in as consultants are typically deputized, granting them temporary legal authority comparable to constables. They can humanely arrest suspects, perform reasonable searches and questioning, and confiscate and return stolen goods. Corrupt officers might deputize in exchange for an ample bribe if their actions are plausibly defensible.

Gendarme

Powerful governments retain gendarmes to guard important magistrates, enforce laws protecting national security, reinstate order amid unrest, and capture unusually dangerous criminals. They're also sent to deal with important cases in rural areas without substantial guards of their own.

GENDARME CREATURE 8

MEDIUM HUMAN HUMANOID

Perception +19

Languages Common

Skills Athletics +18, Intimidation +16, Legal Lore +14

Str +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

Items *+1 composite longbow* (20 arrows), *+1 striking flail*, *+1 gauntlet*, half plate

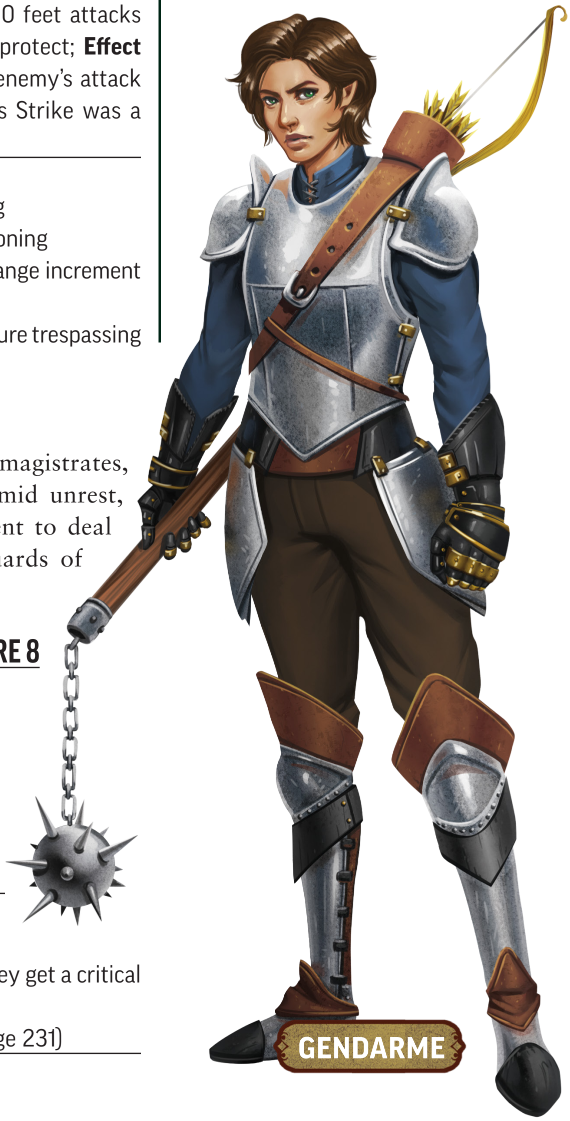
AC 26; **Fort** +19, **Ref** +14, **Will** +17 (nerves of steel)

HP 120

Nerves of Steel When the gendarme succeeds against a fear effect, they get a critical success instead.

Reactive Strike ⤾ The gendarme can Disarm instead of Striking. (page 231)

Speed 25 feet



GUARD PATROLS

High-security areas, city walls, and main streets tend to have regular guard patrols, both hourly and nightly. These patrols usually take regular breaks at gates, castles, guardhouses, jails, ports, or watchtowers. Other areas within watch jurisdiction tend to get visits sporadically, sometimes only when an alarm is raised.

Melee ◆ *flail* +19 (disarm, magical, sweep, trip), **Damage** 2d6+10 bludgeoning plus Improved Knockdown (page 230)

Melee ◆ *gauntlet* +19 (agile, free-hand, magical), **Damage** 1d4+10 bludgeoning plus Improved Grab (page 230)

Ranged ◆ *composite longbow* +16 (deadly d10, magical, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+8 piercing

Stop in the Name of the Law! ◆◆ (incapacitation, linguistic) The gendarme Strides twice and then Demoralizes. On a success, the target is slowed with a value equal to its frightened value until it is no longer frightened.

Shoot Down ◆◆ The gendarme carefully makes a ranged Strike. If the Strike deals damage, the target must succeed at a DC 26 Reflex saving throw or fall prone.

Arrester Squadron

These guards have been extensively trained to perform complex maneuvers together. They are sent to capture accused criminals believed to be especially dangerous (whether due to their own abilities or due to their allies).

ARRESTER SQUADRON — CREATURE 8

GARGANTUAN **HUMAN** **HUMANOID** **TROOP**

Perception +17

Languages Common

Skills Athletics +18, Intimidation +16, Settlement Lore +14

Str +6, **Dex** +1, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

AC 27; **Fort** +18, **Ref** +13, **Will** +17

HP 135 (4 segments); **Thresholds** 90 (3 segments), 45 (2 segments); **Weaknesses** area damage 10, splash damage 10

Troop Defenses (page 231)

Speed 25 feet; troop movement (page 231)

Coordinated Step ◆ The arrester squadron Steps twice.

Fire Longbows! ◆◆ The arrester squadron fire a coordinated volley with their longbows against each enemy in a 10-foot burst within 150 feet that deals 3d8 piercing damage with a DC 23 basic Reflex save. When the arresters are reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

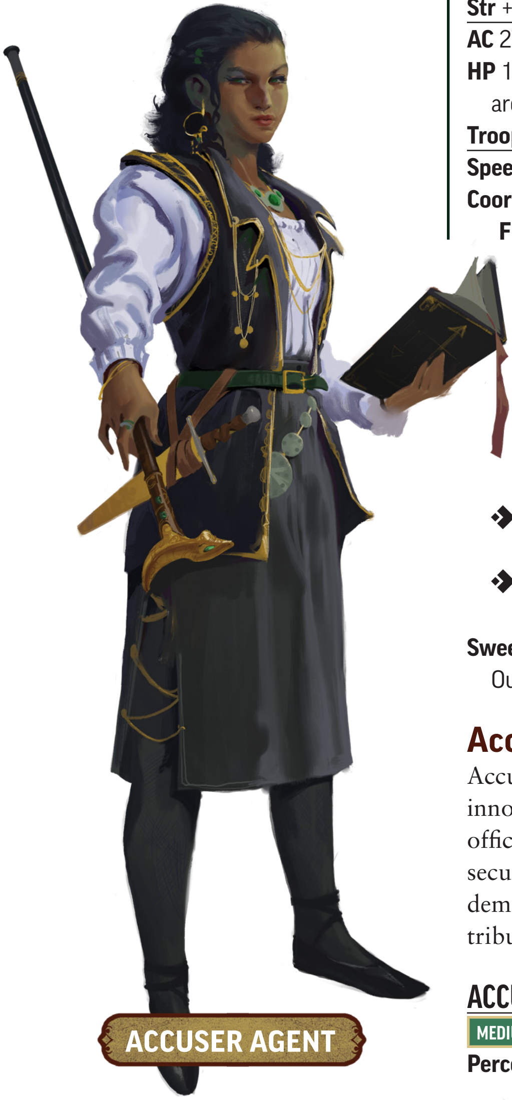
Seize Them! ◆ to ◆◆◆ (nonlethal) The arresters attack with saps and tackle foes. Each enemy in a 5-foot emanation must attempt a DC 23 basic Reflex save. The damage and additional effects depend on the number of actions. The DC to Escape any of the following conditions is 26.

◆ 1d6+3 bludgeoning damage (plus grabbed for 1 round on a critical failure)

◆◆ 3d6+6 bludgeoning damage (plus grabbed for 1 round on a failure or restrained for 1 round on a critical failure)

◆◆◆ 4d6+9 bludgeoning damage (plus grabbed for 1 round on a failure or restrained for 1 round on a critical failure)

Sweep the Area ◆ The arresters Seek in a 40-foot burst or 80-foot cone and Point Out up to four targets.



ACCUSER AGENT

Accuser Agent

Accuser agents might be high court advocates, official spymasters, or innocuous adjutants delivering important messages to magistrates, generals, officers, or mercenaries. They have ample latitude in matters of government security, though they sometimes have little oversight. When their findings demand an official response, accuser agents present cases before national tribunals or in royal courts.

ACCUSER AGENT — CREATURE 9

MEDIUM **HUMAN** **HUMANOID**

Perception +19 (+21 to Sense Motive)

Languages Common, up to 3 additional languages

Skills Deception +20, Diplomacy +18, Intimidation +18, Legal Lore +20, Stealth +17, Society +18, Thievery +19

Str +0, **Dex** +4, **Con** +0, **Int** +3, **Wis** +4, **Cha** +3

Items *+1 striking dagger*, scholarly journal, *+1 striking sword cane*, writing set

Insightful When the accuser agent succeeds at a Perception check, they critically succeed instead.

AC 28; **Fort** +15, **Ref** +19, **Will** +19

HP 115

Objection! ⤾ (auditory, linguistic) **Trigger** A creature within 30 feet takes an action with the linguistic trait; **Effect** The triggering creature must succeed a DC 28 Will saving throw or their action is disrupted.

Speed 25 feet

Melee ◆ *dagger* +20 (agile, deadly d6, finesse, magical, versatile S), **Damage** 2d4+8 piercing

Melee ◆ *sword cane* +20 (agile, concealable, finesse, magical), **Damage** 2d8+8 piercing

Melee ◆ fist +20 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ◆ *dagger* +20 (agile, deadly d6, finesse, magical, thrown 20 feet, versatile S), **Damage** 2d4+8 piercing

Debilitating Sneak Attack The accuser agent's Strikes deal an extra 3d6 precision damage to off-guard creatures. A target who takes this additional precision damage also either becomes enfeebled 1 or takes a –10-foot status penalty to its Speeds until the end of the agent's next turn.

INTELLIGENCE NETWORKS

Complex governments rely on bureaucracies and trusted messenger systems to monitor their expansive territories, send orders, and enact large-scale decrees. Most governments formally use conventional officers to carry out their policies, but secretive or unofficial networks of more trusted agents handle more sensitive matters. They also ferret out corruption and dissent among the regular officers.

Infernal Registrar

The infernal registrar is a mortal representative of Hell's bureaucracy. They can access copies of all infernal contracts signed by a denizen of their world and can navigate the machinations of Hell's many devils. They can grant special access—for a price.

INFERNAL REGISTRAR CREATURE 10

RARE MEDIUM HUMAN HUMANOID UNHOLY

Perception +19 (+33 to Sense Motive)

Languages Common, Diabolic

Skills Deception +22, Diplomacy +33, Legal Lore +33, Religion +30, Scribe Lore +30, Society +33

Str +2, **Dex** +2, **Con** +2, **Int** +5, **Wis** +3, **Cha** +4

Items *staff of office* (functions as *+1 flaming striking staff*)

Contract Specialist For encounters involving matters of contracts and dealings with Hell, the infernal registrar is an 18th-level challenge.

Death is a Promotion The infernal registrar does not fear death, as they have a signed infernal contract for immediate promotion to a mid-ranked devil upon their soul's arrival in Hell. They're immune to all Intimidation checks to Coerce involving threats of death.

Friends in Low Places Though devils do not respect most mortals, they respect the office of infernal registrar. No creature with the devil trait of 18th level or lower will knowingly and willingly attack an infernal registrar.

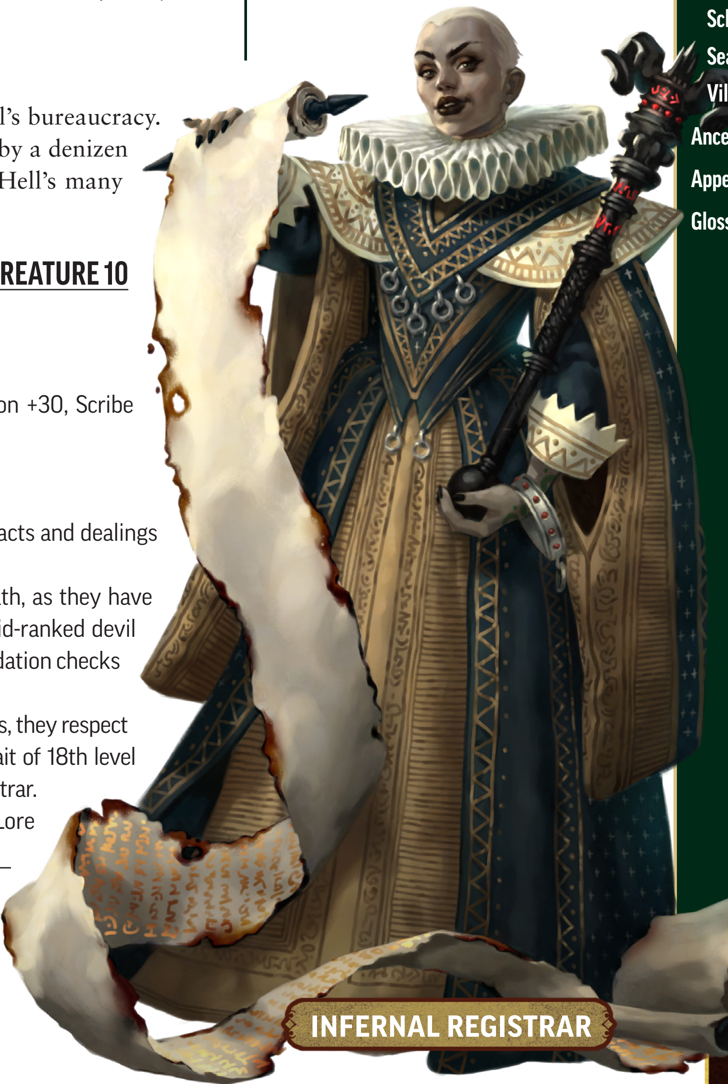
Technically Correct The infernal registrar uses their Legal Lore modifier on all Deception checks to Lie.

AC 27; **Fort** +19, **Ref** +16, **Will** +33; +2 circumstance to all saves vs. fear

HP 180; **Resistances** fire 10

Speed 25 feet

Melee ◆ *staff of office* +19 (magical, two-hand d8), **Damage** 2d4+8 bludgeoning plus 1d6 fire



INFERNAL REGISTRAR

THE DEVIL OUT OF THE DETAILS

Instead of Hell, an infernal registrar might run the bureaucracy of a vast magical city or a commune of otherworldly entities. To represent this, replace any reference to devils with a more appropriate creature type, and replace the registrar's divine spells with arcane or occult spells, respectively. They also speak a more appropriate language, like Draconic or Aklo. Their contract abilities remain essentially the same, though details can be described differently.

Melee ◆ fist +18 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Divine Innate Spells DC 29, attack +21; **5th** *banishment, divine immolation, locate*; **4th** *detect scrying, suggestion*; **3rd** *chilling darkness, fear, ring of truth*; **2nd** *translate* (at will); **Cantrips (5th)** *detect magic, ignition, read aura*

A Favor for a Favor ◆◆◆ (concentrate, divine) The infernal registrar has the authority to make limited infernal contracts with other mortals. They summon a contract with the legal language they desire. Detecting hidden clauses in the contract requires a successful DC 43 Society or a DC 38 Legal Lore check. Once signed, the contract vanishes into the infernal filing system in Hell. The infernal registrar cannot grant any boons beyond their own personal power (usually limited to information, advice, or access to elements of the infernal bureaucracy).

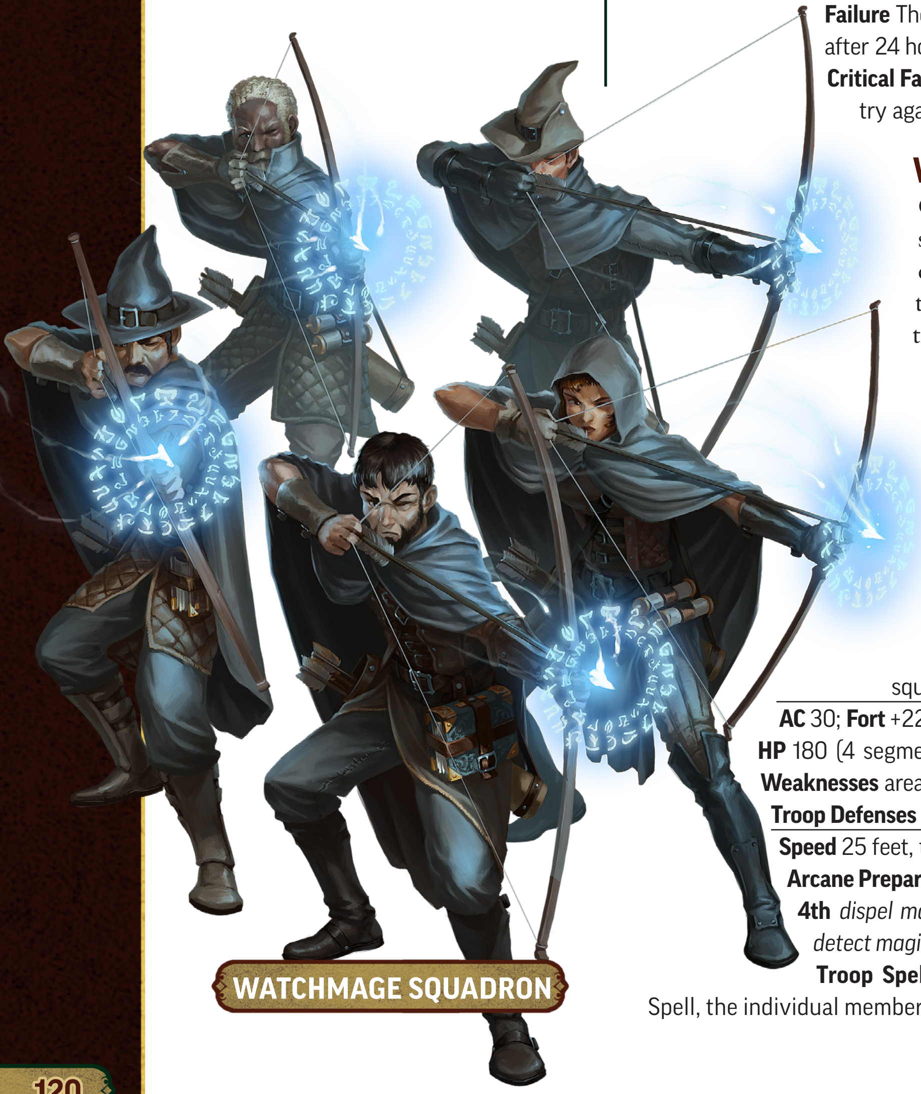
Request Document ◆◆◆ (concentrate, divine) The infernal registrar makes a request to summon a copy of any infernal contract a specific creature has signed. They must know enough information to specifically identify the individual who signed. The infernal registrar attempts a Legal Lore check with a DC equal to a hard DC of the level of the creature in question. The infernal registrar will never promise a successful use of this ability in the agreements they make. Each agreement is typically for one attempt. Any copy summoned is simply a copy, has no impact on the original contract if destroyed or altered, and will vanish if taken more than 20 feet from the infernal registrar.

Critical Success A copy of the contract appears before the infernal registrar after 10 minutes.

Success A copy of the contract appears before the infernal registrar after 1 hour.

Failure The attempt fails, but the infernal registrar can try again after 24 hours.

Critical Failure The attempt fails, and the infernal registrar can't try again for the named creature for 1 year.



WATCHMAGE SQUADRON

Watchmage Squadron

Governments often organize and deploy squadrons of watchmages in places where dangerous magic is expected. Members combine their spellcasting to cast at a higher level than they could alone.

WATCHMAGE SQUADRON CREATURE 10

GARGANTUAN HUMAN HUMANOID TROOP

Perception +22; invisibility scan

Languages Common

Skills Arcana +21, Athletics +19, Intimidation +20, Legal Lore +21, Society +19

Str +3, **Dex** +4, **Con** +3, **Int** +5, **Wis** +2, **Cha** +0

Invisibility Scan Invisibility can't make anything undetected or unnoticed to the watchmage squadron.

AC 30; **Fort** +22, **Ref** +16, **Will** +19

HP 180 (4 segments); **Thresholds** 120 (3 segments), 60 (2 segments); **Weaknesses** area damage 10, splash damage 10

Troop Defenses (page 231)

Speed 25 feet, troop movement (page 231)

Arcane Prepared Spells DC 26, attack +18; **5th** *fireball, locate, slither*; **4th** *dispel magic, grim tendrils*; **2nd** *revealing light*; **Cantrips (5th)** *detect magic, frostbite, light, tangle vine*

Troop Spellcasting When the watchmage squadron Casts a Spell, the individual members combine their efforts into casting a more powerful version than any one member could achieve alone. When Casting a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Bash Heads ◆◆ (nonlethal) The watchmages lash out against all enemies in a 5-foot emanation with their fists, dealing 4d4+4 bludgeoning damage with a DC 29 basic Reflex save.

Fire Shortbows! ◆ to ◆◆◆ (arcane) **Frequency** once per round; **Effect** The watchmages fire a volley against each enemy in a 10-foot burst within 150 feet, with a DC 26 basic Reflex save. The damage depends on the number of actions. When the squadron is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

◆ 1d6+3 piercing plus 1d6 force damage
◆◆ 3d6+6 piercing plus 1d6 force damage
◆◆◆ 4d6+6 piercing plus 1d6 force damage

Grand Inquisitor

A grand inquisitor leads powerful governmental forces. They're often champions of oppressive empires or overzealous intelligence networks.

GRAND INQUISITOR — CREATURE 15

MEDIUM | HUMAN | HUMANOID

Perception +28 (+31 to Sense Motive)
Languages Common
Skills Athletics +25, Deception +27, Diplomacy +30, Intimidation +30, Society +28
Str +5, **Dex** +2, **Con** +2, **Int** +3, **Wis** +5, **Cha** +4
Items +2 *resilient full plate*, +2 *striking scimitar*, +2 *striking starknife*

AC 38; **Fort** +26, **Ref** +20 (+23 vs. damaging effects), **Will** +28
HP 215

Searching Gaze (aura, emotion, fear, mental, visual) 30 feet. When an opponent ends its turn in the aura, it must attempt a DC 36 Will save or it becomes frightened 1 (frightened 2 on a critical failure), and the grand inquisitor learns its surface thoughts (and underlying motive on a critical failure).

Symbol of Loyalty (aura, emotion, mental, visual) 60 feet. Allies in the aura who are 14th level and lower and are loyal to the grand inquisitor's cause get a +3 status bonus to Will saves.

Reactive Strike ⤾ If the grand inquisitor's attack hits and this reaction was triggered by a frightened creature, the triggering action is disrupted.

Speed 25 feet
Melee ◆ *scimitar* +30 (forceful, magical, sweep), **Damage** 2d6+15 slashing
Melee ◆ *starknife* +30 (agile, deadly d6, magical, versatile S), **Damage** 2d4+15 piercing
Melee ◆ fist +30 (agile, nonlethal, unarmed), **Damage** 1d4+15 bludgeoning
Ranged ◆ *starknife* +27 (agile, deadly d6, magical, thrown 20 feet, versatile S), **Damage** 2d4+15 piercing

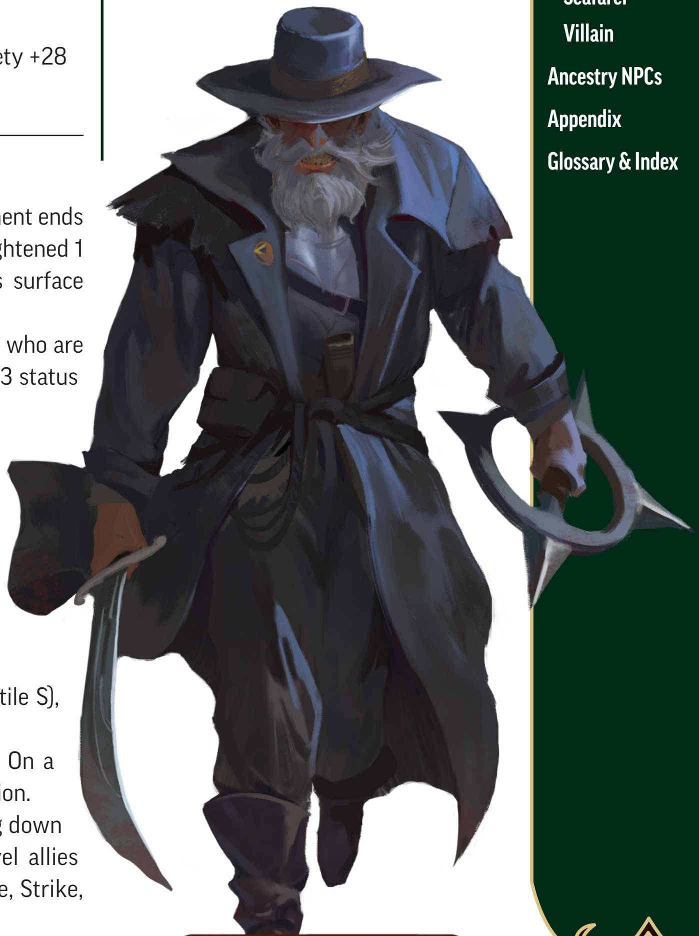
Condemn ◆ (incapacitation, linguistic) The grand inquisitor Demoralizes. On a success, the target is stunned with a value equal to its frightened condition.

I Am the Law! ◆◆ (auditory, linguistic) The grand inquisitor vows to bring down all the fury of a nation down upon their foes. Up to three lower-level allies within 60 feet of the grand inquisitor can use their reaction to Grapple, Strike, or Trip with a +2 status bonus.

Twisting Fear The grand inquisitor's Strikes deal an extra 3d6 precision damage to frightened creatures.

OFFICER RANKS

Some ranks within the hierarchy of security forces, from highest to lowest, include grand inquisitor, lord constable, chief inspector, royal accuser/inquisitor, sheriff, captain, inspector, reeve/bailiff, lieutenant, gendarme, sergeant, corporal, constable, and deputy/watchman. These titles and structures can very greatly between different settlements and cultures.



GRAND INQUISITOR

Corrupt Adjustments

It's easy to be above the law when you define it, and sometimes powerful people want it defined in specific ways. A fancy meal here, a pay-off there, and soon the officials operate by rules only they know. You can apply the corrupt adjustments to an official's statistics to make them more adept at underhanded behavior.

- Give the creature a Deception and Underworld Lore modifier, each equal to the high skill value for its level (*GM Core* 116). If you're in a hurry, use the creature's highest skill modifier.
- Decrease the creature's Will by 1.
- Choose an Intelligence-, Wisdom-, or Charisma-based skill that's thematically important to the creature's office, such as Legal Lore for a judge. The creature gains the official bully ability for that skill.

  Official Bully The creature can use the chosen skill to Coerce or Demoralize in place of Intimidation.

Judicial Punishments Around the Inner Sea Region

Judicial punishments vary throughout the Inner Sea. Some nations impose excessively lenient punishments in some people's eyes, while others enforce zero-tolerance policies, leading to executions and harsh sentences in miserable prison complexes.

- **Absalom and Starstone Isle** Though a major center for the worship of Cayden Cailean, drunken and disorderly behavior is rather severely punished, with even the lightest of offenses resulting in hours in the stocks.
- **Broken Lands** In Brevoy, slander is considered as serious an offense as many major felonies, and courts dedicate great resources to investigating and trying accusations of slander against major public figures. Considering the prevalence of trial by combat, the results can be as deadly as any capital case.
- **Eye of Dread** Minor offenses in Oprak are often punished with a denial of rations and extra mess hall duties, adding insult to injury.
- **Golden Road** Interfering with the production of the sun orchid elixir or aiding in its theft is a capital crime punishable by death in Thuvia.
- **High Seas** Press ganging is a common punishment for those who defy the Pirate Council.
- **Impossible Lands** Exile is never an available punishment in Alkenstar, as that could lead to more Mana Waste mutants, which the government recognizes as a clear danger.
- **Mwangi Expanse** Nantambu has a strong preference for community service as punishment for all nonviolent offenses.
- **Old Cheliax** Treason against the House of Thrune can result in having one's soul bound to Hell.
- **Saga Lands** Attempting to leave Xin-Edasseril without proper papers in order is punishable by forced labor.
- **Shining Kingdoms** All punishments in Druma can be substituted with a fine, though for significant or capital crimes, that fine can rise to tens of thousands of gold and will almost always involve paying extra restitution to victims.

Regulatory Quirks

While traveling across a wild and varied world, adventurers may encounter legal and bureaucratic systems with all manner of uncommon quirks. Becoming accustomed to each area's peculiar laws and customs might be essential for making any entanglement with those systems as smooth as possible.

- All signatures in Xin-Edasseril must be written exclusively in blue ink.
- Most gnomish courts require each barrister to have a different colored wig.
- Chelaxian courts require all proceedings, spoken and written, to be in Diabolic
- Those on trial in a Brevic court can always request a trial by combat.
- The influence of the Magaambya is strongly felt in the courts of Nantambu, leading to a blending of magical and forensic sciences in its rules of evidence.
- In Taldor, many archaic regulations remain on the books, meaning that thorough research can usually result in catching opposing counsel breaking some minor rule of procedure, granting significant benefits to those with the money or time to pursue such ends.
- Rahadoum finds all evidence gathered through divine magic inadmissible.
- Any court overseen by the church of Abadar requires those acting as barristers to be licensed by the church.

Adding Flavor to a Failure

Failing to make a Request of or Coerce an officer might result in an entertaining follow-up rather than a complete dead end. Consider adding additional challenges as a result. In many cases, the officer simply wants the PCs to make themselves scarce so they can proceed with their important duties.

- The PCs are sent to another department that refers them back to the original department.
- The PCs are sent into the labyrinthine halls of the bureaucracy to find a little-used office with an clerk who's currently asleep.
- The PCs need to find a form that hasn't been used in years in the archives or a library, then reproduce it as best they can.
- All requests must be made to the mayor in writing, but the mayor has secluded themself and refuses to give an audience to any visitor.
- The PCs must present their request at a town hall meeting later that evening and persuade a majority of those present.

- The officer doesn't have the authority to deal with the PC's request, and they must take it to another, larger nearby town or city.
- Putting the PC's paperwork in process conflicts with an existing set of paperwork, so the PC must convince a reluctant third party to rescind their application for the process to continue.

Adventurer's Crimes

The following crimes are committed relatively often by or against adventurers, although they vary regionally.

Capital Offenses

- Premeditated murder
- Working miracles for banned gods

Higher Felonies

- Consorting with fiends or undead
- Kidnapping
- Mind control
- Robbery without a recognized privateer's license

Felonies

- Battery
- Bribery
- Burglary

Lesser Felonies

- Assault or drawing a weapon in a peace-bonded area
- Consorting with aberrations or proteans

Misdemeanors

- Blasphemy against the state's patron deity
- False imprisonment without using force or transportation
- Grave robbing without permission from heirs or magistrate
- Pickpocketing and other simple larceny
- Public invisibility
- Reckless fire magic

Civil Infractions

- Reckless flying
- Trespassing

Legal Exemptions

Adventuring often leads to lawbreaking or skirting the law. Jurisdictions accustomed to the traditions of adventuring have policies to encourage adventurers' help without exempting them from law enforcement generally. Adventurers have leeway to break certain laws in the following circumstances.

Defense of Life: Adventurers are allowed to use any reasonable means at their disposal to defend their lives or the lives of others from deadly force.

Duels: Duelists are permitted to use lethal force in most places as long as both parties are of sound mind, don't violate any agreed-upon rules, and don't endanger anyone else.

License: A letter of marque or privateer's license might permit grave robbing, theft, or other crimes in certain regions.

Pursuit of Justice: In isolated areas with few guards or limited or no rule of law, vigilantism is legal with the permission of the crime's victim (or their heirs).

Stopping a Crime: The guard can't be everywhere or act quickly enough to stop a crime in progress. Force is allowed in proportion to the crime being committed. (Lethal force is only allowed to prevent the use of lethal force.)

Temple Sanctuary: Many major faiths offer sanctuary from the law to accused criminals who flee there. Officers have no authority to pursue criminals within a legally recognized temple. However, officers can usually resume the chase when the accused leaves.

Restraints

Officers often use specific equipment to capture and hold suspected criminals.

Fetters: This long bar has two cuffs that enclose a prisoner's ankles or wrists. Fetters apply a –20-foot circumstance penalty to Speed and disrupt any manipulate action the bound creature attempts unless it succeeds at a DC 11 flat check. Freeing a creature from simple fetters requires 2 successful DC 23 Thievery checks. Average fetters require 3 successful DC 28 Thievery checks, good fetters require 4 successful DC 33 Thievery checks, and superior fetters require 5 successful DC 43 Thievery checks.

Stocks: These simple wooden block structures have a lock attached and holes to immobilize one or both legs. Stocks hold convicts for periods of public humiliation to punish crimes against the state, but they're also used to restrain those in public who are under arrest and awaiting a magistrate.

Pillory: A pillory is a wooden pole, usually in a town square or other public place, to which a convicted criminal is locked as a punishment. The pole tends to be ornately carved and include elaborate manacles or locking wooden blocks with holes to restrain the neck and wrists that immobilize the convicted and automatically disrupt manipulate actions. Physical punishments for crimes, such as lashes, are often administered at a pillory. Convicts being pilloried are usually verbally shamed by the public, although popular rebels might be cheered.

RESTRAINTS

Item	Level	Price	Bulk
Fetters, simple	2	5 gp	L
Fetters, average	4	30 gp	L
Fetters, good	10	330 gp	L
Fetters, superior	18	7,500 gp	L

Introduction
NPC Gallery
Introduction
Artisan
Courtier
Criminal
Devotee
Downtrodden
Engineer
Explorer
Healer
Laborer
Martial Artist
Maverick
Mercenary
Military
Mystic
Official
Performer
Primalist
Scholar
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Villain
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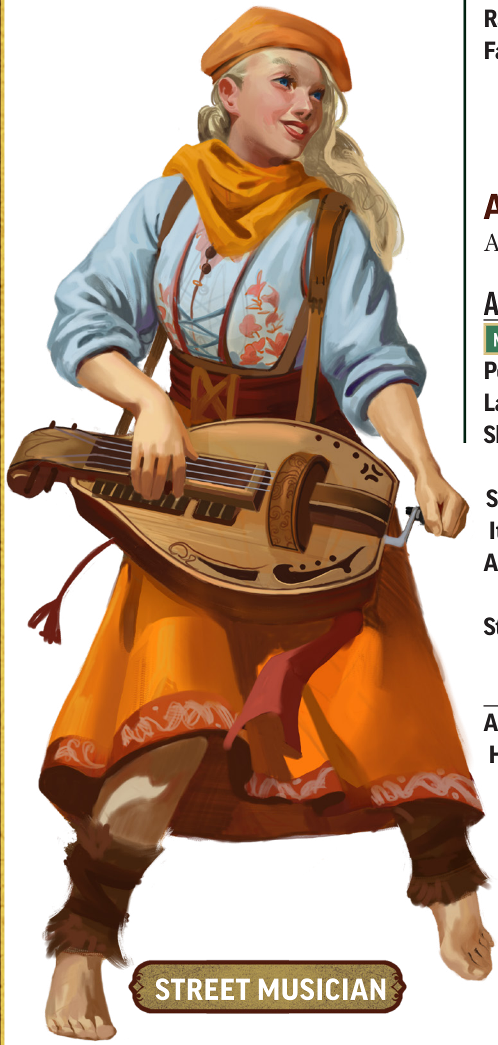
LET'S SEE A SHOW

Prices for a night's entertainment are per head and can be far higher for world-class performers. **Circus** 1 sp; **Dance** 2 cp social, 6 cp stage performance, 1 gp high-society ball; **Opera** 5 gp general admission, 20 gp box seats; **Music** 5 cp troubadours, 2 sp orchestra; **Stage Play** 6 cp small theater, 1 sp major theater; **Street Performance** tips of 1–2 cp.



STREET MUSICIAN

PERFORMER

Performances come in a wide variety of forms, from musical methods like singing and instruments to physical dancing and juggling to simple orating and conversing.

Dancer

Dance can be used to tell stories, share emotions, provide entertainment, and display a performer's athletic ability.

DANCER — CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +4

Languages Common

Skills Acrobatics +7, Athletics +7, Diplomacy +6, Performance +13 (+15 when dancing), Stealth +6, Theater Lore +5

Str +1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +0, **Cha** +4

Items dagger (3), jewelry and clothes (worth 10 gp)

Dance Specialist For encounters involving contests of dancing, the dancer is a 5th-level challenge.

AC 16; **Fort** +6, **Ref** +8, **Will** +3

HP 20

Speed 25 feet

Melee ◆ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Melee ◆ foot +7 (agile, finesse, nonlethal), **Damage** 1d4+3 bludgeoning

Ranged ◆ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

Fascinating Dance ◆ **Frequency** once per round; **Effect** The dancer Strides up to their Speed. Once during this movement, when the dancer is adjacent to a creature, the dancer can attempt to mesmerize that creature, who attempts a DC 17 Will save. On a failure, that creature is fascinated with the dancer until the end of its next turn.

Acrobat

Acrobats perform feats of agility, balance, and strength.

ACROBAT — CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Acrobatics +15, Athletics +8, Circus Lore +5, Deception +5, Performance +9, Stealth +8

Str +2, **Dex** +4, **Con** +2, **Int** +1, **Wis** +0, **Cha** +1

Items climbing kit, dagger (5), rope (50 feet)

Acrobatic Specialist For encounters involving contests of acrobatics and similar activities, the acrobat is a 5th-level challenge.

Steady Balance When the acrobat rolls a success on an Acrobatics check, they get a critical success instead. They aren't off-guard when attempting to Balance and can attempt an Acrobatics check instead of a Reflex save to Grab an Edge.

AC 18; **Fort** +8, **Ref** +11, **Will** +4

HP 30

Cat Fall The acrobat treats all falls as 25 feet shorter.

Nimble Dodge ⤾ **Trigger** The acrobat is targeted with a melee or ranged attack by an attacker they can see; **Effect** The acrobat gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ◆ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

Melee ◆ foot +10 (agile, finesse, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ◆ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Sneak Attack The acrobat deals an extra 1d6 precision damage to off-guard creatures.

Swinging Strike ◆◆ The acrobat swings on a rope or trapeze, moving up to double their Speed. At any point during the swing, they can make a melee Strike.

Street Musician

Many musicians make their living off stage by playing at markets, fairs, or crossroads. While their fame may not be as widespread as theatrical performers, they are nonetheless staples of many communities.

STREET MUSICIAN — CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common

Skills Athletics +6, Crafting +5, Deception +8, Diplomacy +8, Performance +8 (+11 when playing an instrument), Society +6

Str +2, **Dex** +1, **Con** +2, **Int** +0, **Wis** +1, **Cha** +4

Items dagger, musical instrument (handheld)

AC 17; **Fort** +8, **Ref** +8, **Will** +9

HP 32

Speed 25 feet

Melee ◆ dagger +9 (agile, versatile S), **Damage** 1d4+4 piercing

Melee ◆ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Occult Spontaneous Spells DC 18, attack +10; **1st** (3 slots) *charm, force barrage, ventriloquism*; **Cantrips (1st)** *daze, figment, light, summon instrument*

Distracting Drone ◆ **Requirements** The street musician is playing their instrument; **Effect** The street musician attempts a Performance check compared to the Will DC of an observer within 30 feet. On a success, the target is fascinated by the street musician and off-guard for 1 round.

Sneak Attack The street musician deals an additional 1d4 precision damage to off-guard creatures. This increases to 1d6 against creatures off-guard due to the street musician's Feint or distracting drone.

Juggler

Jugglers are physical performers who master the art of manipulating props. Usually, this involves throwing multiple objects up in a flowing pattern, but some use ricocheting items, spinning items, or other objects to keep them aloft.

JUGGLER — CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common

Skills Acrobatics +8, Athletics +8, Circus Lore +8, Performance +11 (+13 when juggling)

Str +2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +3

Items juggling club (3, functions as a light hammer), dart (10), torch (3)

Juggling Specialist For encounters involving juggling and other circus acts, the juggler is a 5th-level challenge.

AC 17; **Fort** +6, **Ref** +11, **Will** +7

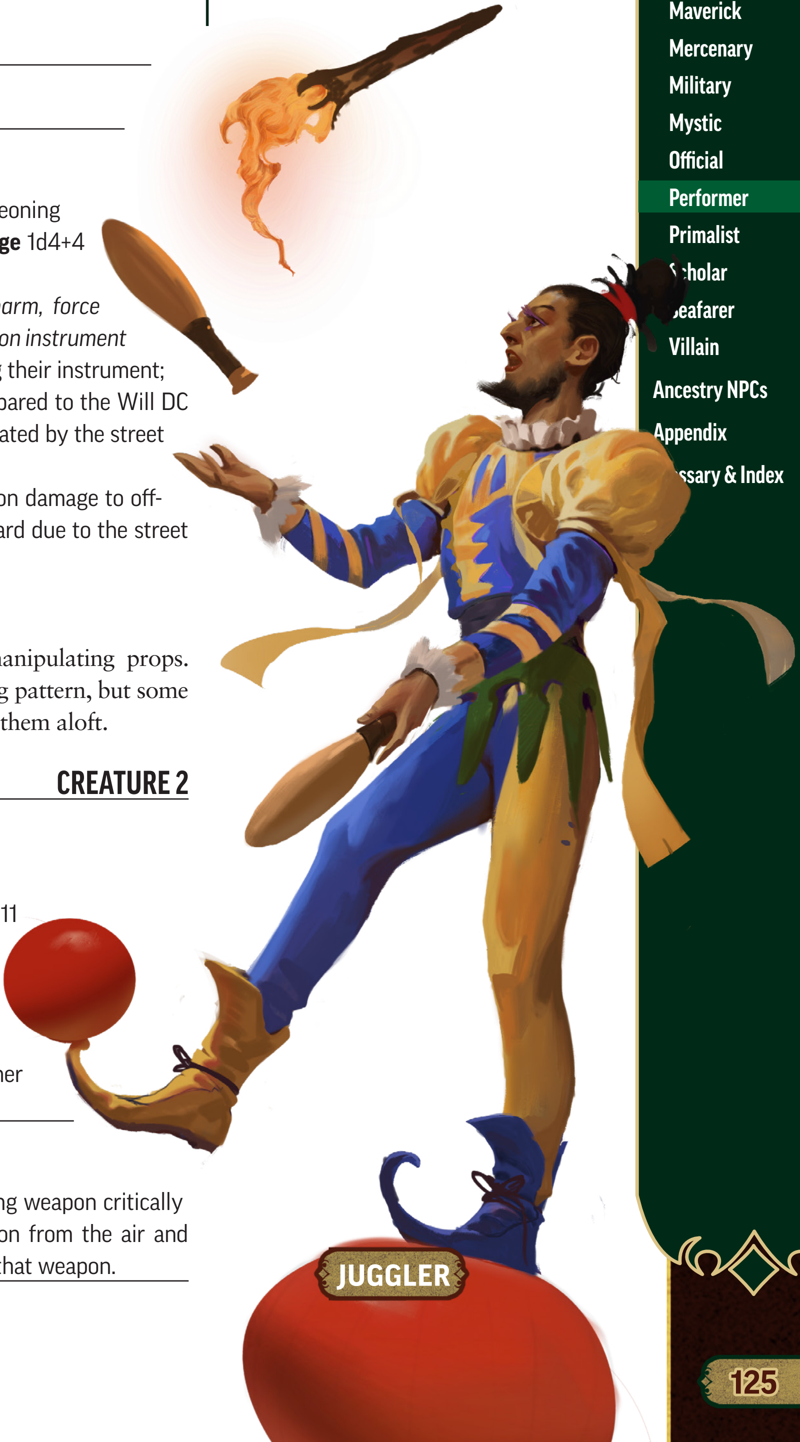
HP 30

Return Throw ⤾ **Trigger** A physical ranged attack with a throwing weapon critically fails to hit the juggler; **Effect** The juggler snatches the weapon from the air and immediately makes a ranged Strike against the attacker using that weapon.

Speed 25 feet

JUGGLING PROPS

The weapons presented in the juggler stat block are examples, but other good options include starknives, hatchets, daggers, and even alchemical bombs. Practically any item of light Bulk can work. Jugglers are proficient in any ranged Strikes they make with thrown weapons. Higher level versions of this NPC might increase their maximum number of props to four or five.



HANDHELD INSTRUMENTS

Musical instruments range in size and function. For inspiration on what an NPC musician might play, choose from the following list: accordion, bagpipe, bodhrán, bongo drum, cabasa, castanet, charango, chimes, claves, cuíca, dan moi, didgeridoo, fiddle, flute, gemshorn, gittern, guan, hand bell, harmonica, hurdy-gurdy, kalimba, kazoo, lute, lyre, mandolin, maracas, ocarina, pan flute, piccolo, psaltery, recorder sackbut, shawm, slide whistle, spoons, tambourine, trumpet, triangle, ukulele, vielle, or zills.

Melee ◆ juggling club +9 (agile), **Damage** 1d6+4 bludgeoning

Melee ◆ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ dart +10 (agile, thrown 20 feet), **Damage** 1d4+4 piercing

Ranged ◆ juggling club +10 (agile, thrown 20 feet), **Damage** 1d6+4 bludgeoning

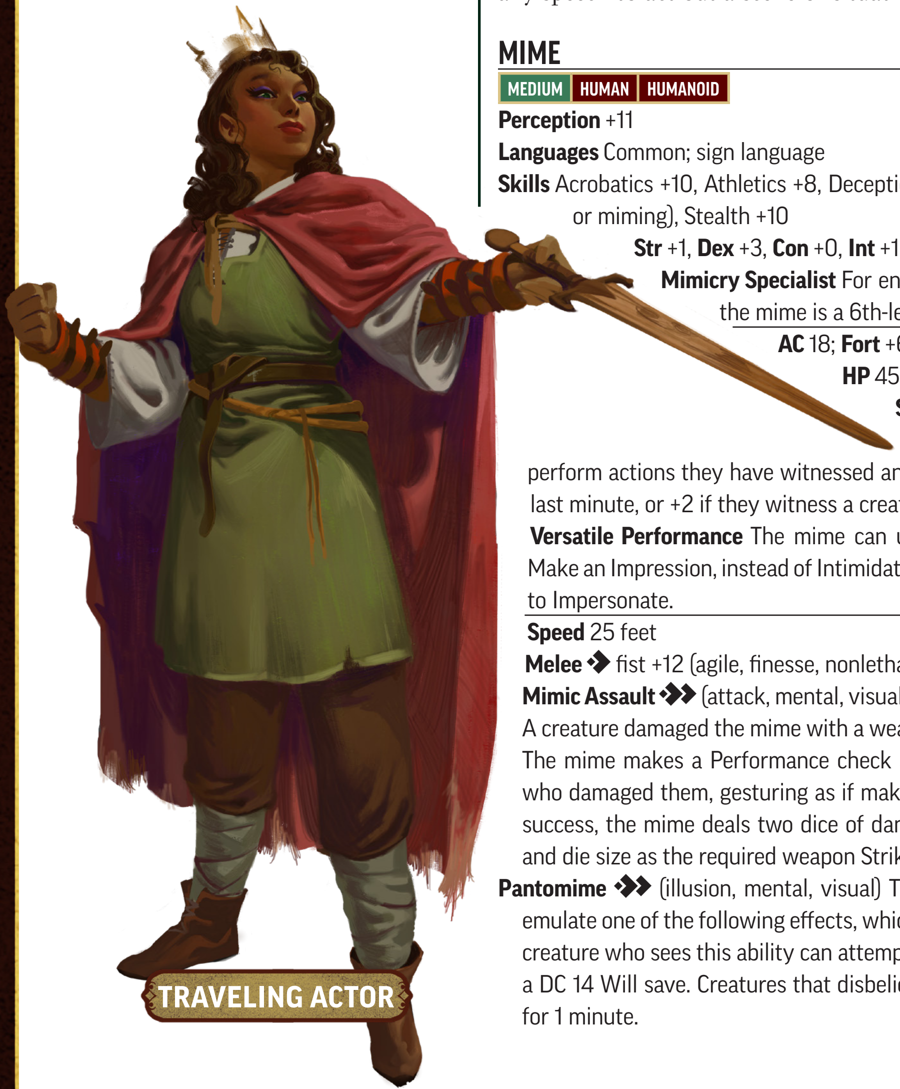
Ranged ◆ torch +10 (thrown 10 feet), **Damage** 1d4+4 bludgeoning plus 1 fire

Juggle ◆ (concentrate, manipulate) The juggler begins juggling up to three items of light or negligible Bulk. They can choose items in their hands or Interact to draw items on their person or pick up unattended items in reach. While juggling, they can Interact to add up to two items to their juggle, though they must drop an item for each one they add. The juggler is wielding all items they juggle, but the only actions they can take that require their hands are Return Throw, Juggling Bounce, Strike using a juggled weapon, Interact to add items to their juggle, or Dismiss to stop juggling. When the juggler Dismisses Juggle, they can choose to continue to wield, drop, or stow each juggled item, though they can't wield more items than they have hands. If at any point the juggler isn't wielding any items or becomes restrained or unconscious, the juggle ends and the juggler drops all the items.

Juggling Bounce ◆ The juggler Strikes with a thrown weapon they're juggling. If the Strike hits, the weapon bounces to a different creature in the weapon's first range increment. The juggler repeats the Strike, which uses the same multiple attack penalty and doesn't increase their multiple attack penalty.

Mime

Mimes are performers who use movement, gestures, and expressions without any speech to act out a scene or situation for onlookers.


TRAVELING ACTOR

MIME CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common; sign language

Skills Acrobatics +10, Athletics +8, Deception +10, Performance +10 (+14 when acting or miming), Stealth +10

Str +1, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +4

Mimicry Specialist For encounters involving mimicry or pantomime, the mime is a 6th-level challenge.

AC 18; **Fort** +6, **Ref** +9, **Will** +12

HP 45; **Resistances** sonic 5

Skill Mimicry The mime receives a +1 circumstance bonus to skill checks to perform actions they have witnessed another creature successfully perform in the last minute, or +2 if they witness a creature critically succeed instead.

Versatile Performance The mime can use Performance instead of Diplomacy to Make an Impression, instead of Intimidation to Demoralize, and instead of Deception to Impersonate.

Speed 25 feet

Melee ◆ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Mimic Assault ◆◆ (attack, mental, visual) **Frequency** once per round; **Requirements** A creature damaged the mime with a weapon Strike since their previous turn; **Effect** The mime makes a Performance check against the Perception DC of the creature who damaged them, gesturing as if making an attack with the same weapon. On a success, the mime deals two dice of damage to the creature, using the same type and die size as the required weapon Strike.

Pantomime ◆◆ (illusion, mental, visual) The mime uses exaggerated movements to emulate one of the following effects, which lasts until the end of their next turn. Any creature who sees this ability can attempt to disbelieve this ability as it is used with a DC 14 Will save. Creatures that disbelieve are temporarily immune to pantomime for 1 minute.

Barrier: The mime creates an invisible 10-foot-by-10-foot stretch of wall adjacent to them and within their reach. The wall has AC 10, 5 hardness, and 10 HP. If the mime Sustains this effect, they can add an additional wall in the same manner.

Rope: The mime tugs an invisible rope, trying to knock over or pull at a creature within 15 feet. If the creature fails to disbelieve the pantomime, the mime can choose to either knock the creature prone or to move it 5 feet towards them.

Wind: The mime creates a 30-foot line of imaginary wind. Creatures who don't disbelieve the pantomime treat this area as difficult terrain, and if they enter or begin their turn in the area, they fall prone.

Traveling Actor

The life of a traveling actor is, contrary to belief, not one of glamor but effort. To be on the road going from town to town wearing a thousand faces invites little reward, save the adoration of the crowd. Even so, this is where they thrive. Actors typically travel in troupes, composed not only of other actors but also of stagehands, drivers, and assorted hangers-on. All of them fall under the thumb of a singular director, acting as both parent and manager to all within the troupe.

TRAVELING ACTOR CREATURE 3

MEDIUM HUMAN

Perception +12

Languages Common, up to 4 other languages

Skills Acrobatics +7, Athletics +7, Deception +10, Performance +10, Society +9, Theater Lore +9

Str +2, **Dex** +3, **Con** +0, **Int** +1, **Wis** +1, **Cha** +4

Items padded armor, wooden sword (functions as a light mace)

AC 18; **Fort** +6, **Ref** +12, **Will** +9

HP 35

Dramatic Death ⤾ **Trigger** The traveling actor takes any damage; **Effect** The traveling actor falls prone and dramatically announces their death. They appear to have died. Anyone who is suspicious of this "death" can Seek to attempt a secret Perception check against the traveling actor's Performance DC. On a success, they see through the ruse.

Versatile Performance The traveling actor can use Performance instead of Diplomacy to Make an Impression and instead of Intimidation to Demoralize.

Speed 25 feet

Melee ◆ wooden sword +12 (agile, finesse, shove), **Damage** 1d4+6 bludgeoning

Melee ◆ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Overacted Strike ◆◆ (emotion, fear, mental, visual) The traveling actor puts all their expertise into an attack that strikes fear in those who witness it. The traveling actor Strikes. On a success, the traveling actor chooses another creature within 30 feet who can see the attack, who becomes frightened 1 (or frightened 2 on a critical success).

Troubadour

Troubadours keep alive the traditional songs of their cultural and write original works to commemorate major events.

TROUBADOUR CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +9

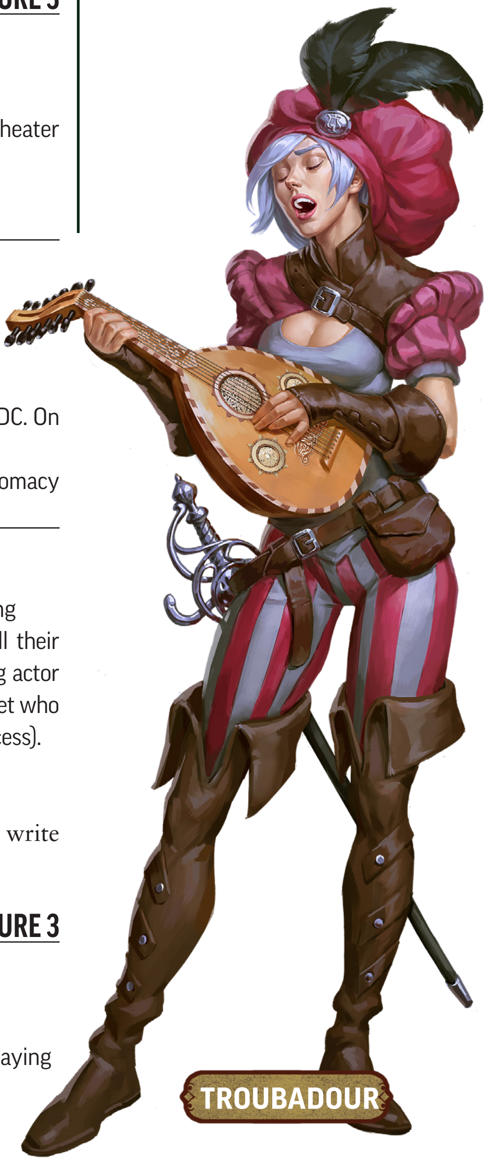
Languages Common

Skills Acrobatics +8, Deception +9, Diplomacy +9, Performance +13 (+14 when playing the lute), Occultism +7, Society +7, Stealth +8, Storytelling Lore +9

Str +0, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4

THE COLLEGES OF HUMOR

Throughout Golarion there are pockets of jesters and jokesters that form groups they call colleges of humor. While they have no formal name or location, these colleges are universally recognized for producing excellent comedy. Those who train with colleges often specialize in one of many forms of humor. Some of the most common specialize include, but are not limited to: slapstick, romantic humor, high comedy, situational comedy, parody, surrealism, farce, wordplay, and observational humor.



TROUBADOUR

ETHICAL TAMING

Throughout the history of Golarion many entertainers thought very little about the conditions of the animals they kept. However, this is very rarely the case today. In fact, it is not uncommon that show animals are treated better than some of the performers. They are trained with positive reinforcement learning, and once safety can be assured, they live outside of a cage with the trainer themselves.

Items leather armor, lute (handheld musical instrument), poetry book, rapier

Bardic Lore The troubadour can Recall Knowledge on any subject with a +7 modifier.

AC 18; **Fort** +6, **Ref** +11, **Will** +9

HP 40

Speed 25 feet

Melee ◆ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Melee ◆ rapier +11 (deadly 1d8, disarm, finesse), **Damage** 1d6+4 piercing

Occult Spontaneous Spells DC 20, attack +12; **2nd** (2 slots) *calm*, *charm*, *embed message*; **1st** (3 slots) *charm*, *illusory disguise*, *soothe*, *ventriloquism*; **Cantrips (2nd)** *daze*, *figment*, *message*, *prestidigitation*, *read aura*

Bard Composition Spells 2 Focus Points, DC 20; **2nd** *counter performance* (*Player Core* 370), *lingering composition* (*Player Core* 371); **Cantrips (2nd)** *courageous anthem* (*Player Core* 370)

Beast Tamer

Beast tamers bring the wild to civilization, rearing and training creatures to follow their commands and perform flashy tricks that entertain audiences. The beast tamer typically fights alongside a trained animal ally of its level or lower, most likely a tiger (*Monster Core* 51).

BEAST TAMER CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common, Wildsong

Skills Athletics +8, Circus Lore +6, Diplomacy +8, Intimidation +8, Nature +12, Performance +8, Survival +10

Str +2, **Dex** +1, **Con** +2, **Int** +0, **Wis** +4, **Cha** +2

Items animal claw necklace (primal symbol), leather armor, rope (50 feet), whip

Wild Empathy The beast tamer can use Diplomacy to Make an Impression on animals and to make very simple Requests of them.

AC 20; **Fort** +10, **Ref** +7, **Will** +12

HP 55

Speed 25 feet

Melee ◆ fist +12 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Melee ◆ whip +12 (disarm, nonlethal, reach, trip), **Damage** 1d4+6 slashing

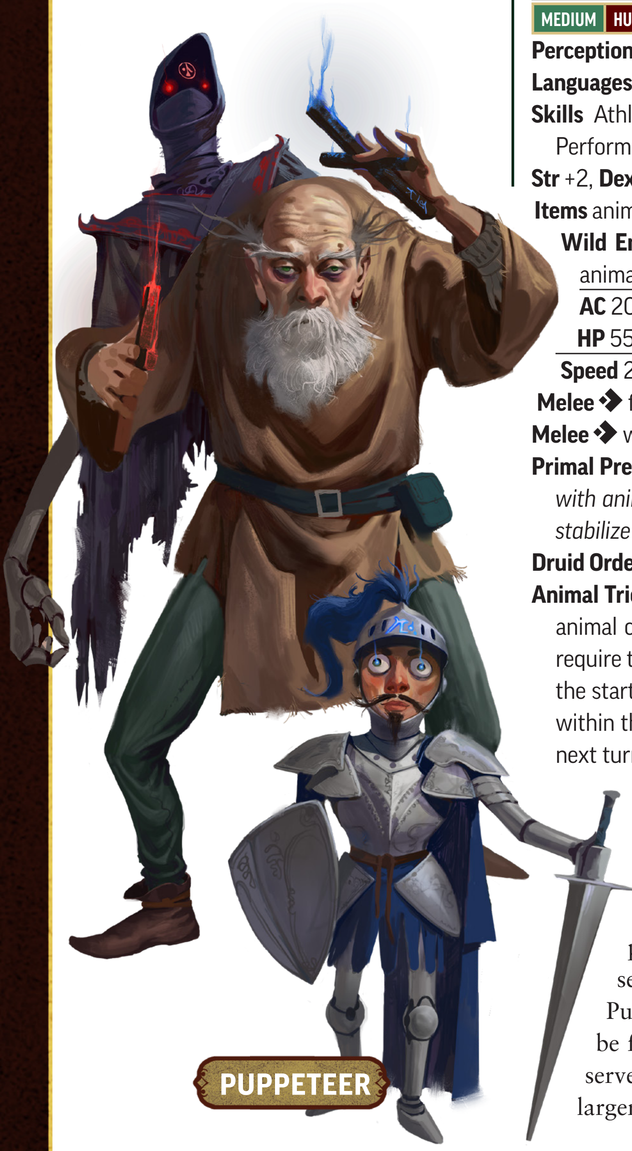
Primal Prepared Spells DC 22, attack +13; **2nd** *animal form*, *animal messenger*, *speak with animals*; **1st** *grease*, *jump*, *runic body*; **Cantrips (2nd)** *light*, *guidance*, *ignition*, *stabilize*, *tangle vine*

Druid Order Spells 1 Focus Point, DC 22; **1st** *heal animal* (*Player Core* 382)

Animal Trick ◆ The beast tamer gains the support benefit appropriate to its trained animal companion (*Player Core* 206). Unlike for an animal companion, this doesn't require the animal to use any of its actions. The benefit for a tiger is as follows: Until the start of the beast tamer's next turn, their Strikes that deal damage to a creature within the tiger's reach make the target off-guard until the end of the beast tamer's next turn.

Puppeteer

On the surface, puppeteers are simply providers of entertainment to the masses. With their little puppets and simple stories, their pantomimes are fun for the whole family. However, some puppeteers have a secret. They can animate their puppets with magic, sending them out to cause all manner of mischief in the dead of night. Puppeteers of this ilk tend to travel by themselves, though they might be found as part of a traveling group if they become lonely. They may serve as an innocent front for more illicit dealings or as lackeys to a larger group of thieves and ne'er do wells.



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PUPPETEER CREATURE 6

MEDIUM **HUMAN** **HUMANOID**

Perception +14

Languages Aklo, Common

Skills Crafting +15, Occultism +13, Performance +13, Thievery +9

Str +1, **Dex** +2, **Con** +1, **Int** +4, **Wis** +1, **Cha** +4

Items +1 *dagger*, puppets (3)

Puppets The puppeteer has three animate puppets under their control—a smart puppet, a strong puppet, and a swift puppet. A puppet is a Tiny object that can be share a space with another creature. The usually begin combat in the puppeteer's space. A puppet has AC 23, Hardness 5, 20 Hit Points, and object immunities. If a puppet is destroyed, the puppeteer takes 15 nonlethal mental damage. A puppeteer can rebuild a puppet with 7 days of work. If the puppeteer dies while any of their puppets are still active, the active puppets become independent, but lose the will to fight in their grief.

AC 23; **Fort** +11, **Ref** +14, **Will** +15

HP 95

Speed 25 feet

Melee ◆ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+7 piercing

Melee ◆ fist +14 (agile, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ◆ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+7 piercing

Manipulate Puppets ◆◆ (concentrate, manipulate, occult) The puppeteer pulls at invisible strings to control their puppets. Each puppet Strides up to 30 feet. Each puppet can then make a Strike as described below. Each attack counts towards the puppeteer's multiple attack penalty, but their penalty does not increase until all attacks have been made.

- **Smart Puppet** The smart puppet is covered in runes that give it occult power. It makes a ranged Strike against a creature within 30 feet at a +15 attack modifier. A successful Strike deals 2d6 mental damage.
- **Strong Puppet** The strong puppet wields a tiny sword and shield. It makes a melee Strike against a creature whose space it shares at a +15 attack modifier. A successful Strike deals 2d8 slashing damage. In addition, the strong puppet gains a +1 circumstance bonus to AC for 1 round.
- **Swift Puppet** The swift puppet wields two tiny daggers. It makes a melee Strike against a creature whose space it shares at a +15 attack modifier. A successful Strike deals 2d4 piercing damage. If the swift puppet hits a creature that was hit by another puppet this round, its Strike deals an additional 1d4 precision damage.

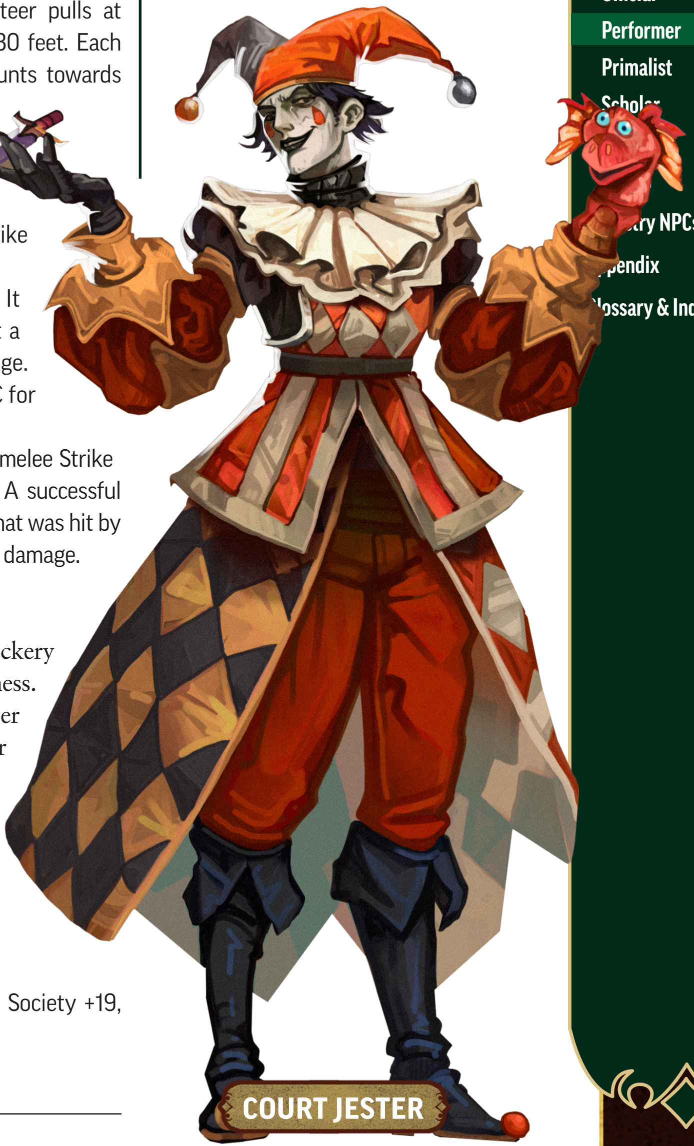
ALTERNATIVE PUPPETS

This alternate set of villainous puppets Strikes with a +15 attack modifier.

Fiend Puppet The puppet makes a ranged Strike against a creature within 30 feet for 1d10 spirit damage, plus 1d4 spirit damage if the target is holy.

Poisoner Puppet The puppet makes a melee Strike with a tiny syringe of poison against a creature whose space it shares, dealing 1d4 piercing damage plus 1d6 persistent poison damage.

Undead Puppet The puppet makes a melee Strike against a creature whose space it shares, dealing 2d8 void damage and making the target frightened 1 (or frightened 2 on a critical hit).



COURT JESTER

Court Jester

Though court jesters are often put-upon as the targets of easy mockery and idle amusements, do not mistake their self-deprecation for weakness. Beneath, the jester hides malice, a sharp tongue, and even sharper knives. They can often be found entertaining the nobles of court or preparing their next japes. During the indiscreet hours of the night, they may be found in the company of servants and spymasters.

COURT JESTER CREATURE 10

MEDIUM **HUMAN** **HUMANOID**

Perception +21

Languages Common, up to 4 others

Skills Acrobatics +22, Deception +19, Diplomacy +19, Performance +22, Society +19, Stealth +19

Str +2, **Dex** +4, **Con** +1, **Int** +2, **Wis** +1, **Cha** +5

Items +1 *striking dagger* (3), face paints

AC 29; **Fort** +16, **Ref** +19, **Will** +22

HP 170; **Resistances** poison 10

Pointed Joke The court jester can use Performance instead of Intimidation to Demoralize.

Speed 30 feet

Melee ◆ *dagger* +22 (agile, finesse, magical, versatile S), **Damage** 2d4+8 piercing plus 4d4 persistent poison

Melee ◆ fist +21 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ◆ *dagger* +22 (agile, magical, thrown 10 feet, versatile S), **Damage** 2d4+8 piercing plus 4d4 persistent poison

Poisoned Blade The jester coats their dagger in poison. These daggers inflict an additional 4d4 persistent poison damage. The poison expires 1 hour after leaving the jester's possession.

No Peeking! ◆ The jester blows chalk or face powder in an adjacent enemy's face. The target must make a DC 29 Fortitude saving throw.

Critical Success The target is unaffected.

Success The target is dazzled for 1 round.

Failure target is dazzled and off-guard for 1 round.

Critical Failure The target is blinded for 1 round.

Maestro

A maestro is a performer who has achieved true excellence. These virtuosos can inspire those around them to greater heights or strike fear in their enemies' hearts.

MAESTRO — CREATURE 11

MEDIUM | HUMAN | HUMANOID

Perception +22

Languages Common

Skills Acrobatics +21, Deception +23, Diplomacy +23, Intimidation +23, Music Lore +21, Occultism +19, Performance +30, Society +21

Str +2, **Dex** +4, **Con** +1, **Int** +2, **Wis** +3, **Cha** +5

Items *+1 striking composite shortbow* (30 arrows), *+1 leather armor*, lyre (*moderate maestro's instrument*), *+1 striking rapier*

Bardic Lore The maestro can Recall Knowledge on any subject with a +19 modifier.

Performing Specialist For encounters involving acting, music, or storytelling, the maestro is a 15th-level challenge.

AC 30; **Fort** +18, **Ref** +24, **Will** +21; +1 circumstance bonus to saves vs. auditory, illusion, linguistic, sonic, or visual

HP 180

Resolve When the maestro rolls a success on a Will save, they get a critical success instead.

Speed 25 feet

Melee ◆ *rapier* +24 (deadly 1d8, disarm, finesse, magical), **Damage** 2d6+10 piercing plus resonating weaponry

Melee ◆ fist +23 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ◆ *composite shortbow* +24 (deadly d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 2d6+9 piercing plus resonating weaponry

Occult Spontaneous Spells DC 30, attack +22; **6th** (2 slots) *spirit blast*, *vibrant pattern*; **5th** (3 slots) *illusory scene*, *truespeech*, *wave of despair*; **4th** (3 slots) *fly*, *shatter*, *translocate*; **Cantrips (6th)** *light*, *figment*, *message*, *summon instrument*, *telekinetic projectile*

Bard Composition Spells 1 Focus Point, DC 30; **6th** *counter performance* (*Player Core* 370); **Cantrips (6th)** *courageous anthem* (*Player Core* 370), *dirge of doom* (*Player Core* 370)

Resonating Weaponry The maestro funnels musical energy from their compositions into attacks, dealing additional 1d6 sonic damage with their weapon Strikes on any turn they cast a composition spell.

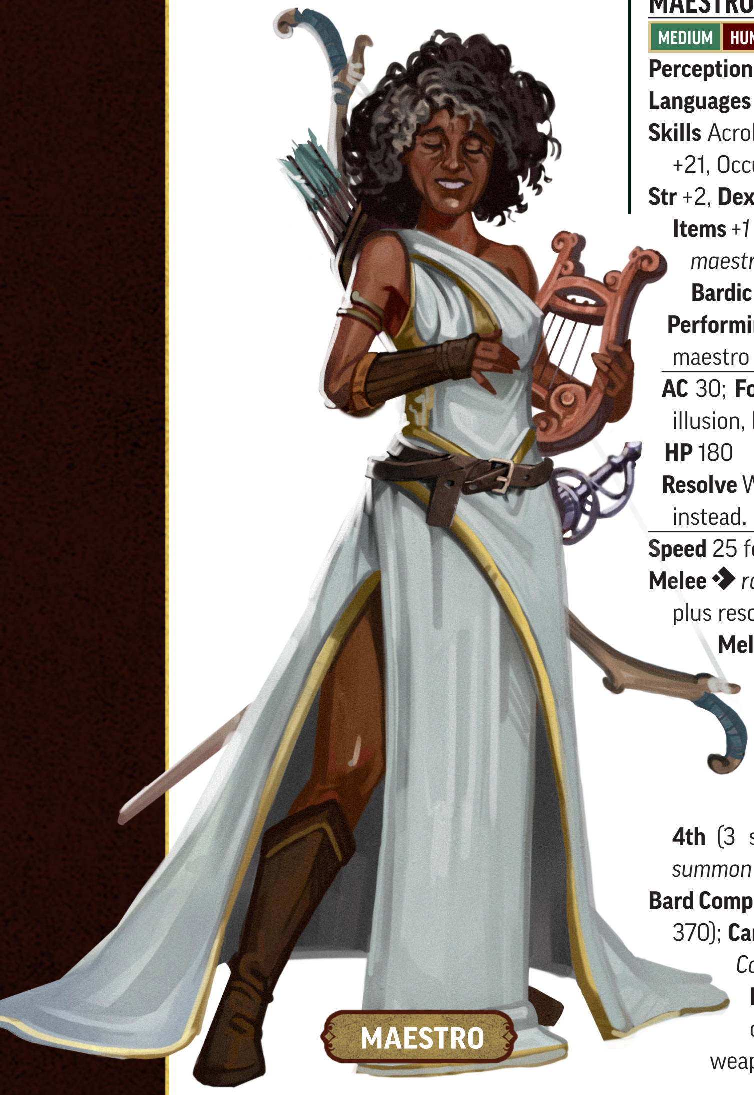
PERFORMERS ACROSS GOLARION

Some of Golarion's brightest stars are as much storymakers as storytellers.

Camilia Drannoch, Revolutionary: Camilia uses her powerful words to put an end to the Red Revolution, rid Galt of its *final blades*, and reestablish relations abroad.

The Circus of Wayward Wonders: Perhaps the most spectacular traveling show in the Inner Sea, the Circus of Wayward Wonders and its Sideshow of Everyday Marvels offers truly outstanding acts for their audiences.

Janatimo, Speaker of the World's Tales: Janatimo, an aiuvarin bard at the Magaambya, leads the Uzunjati, scholars and teachers tasked with spreading knowledge to improve the world.



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Popular Plays by Traveling Troupes

Play	Description
The Aristocrat	A comedy in which a humble orc mercenary finds himself the sudden inheritor of a vast human estate and noble title.
What Will Be	A tragedy in which an oracle seeks to undo the calamity about to unfold, only to bring the future to pass.
Mathilde	The not-at-all-fictionalized life and times of the completely real Lady Mathilde—sorceress, criminal, and lover extraordinaire.
Vast Beyond the Mountains	The story of a humble dwarf who dreamed only of flying in the air above.
Crescent Moon	A suspenseful play in which an investigator must chase down a serial killer who strikes during the shifting of the moon.
Say What Now?	An improvisational comedy about an odd couple who always miss each other's last statements. Usually devolves into chaos.
Meridia and Tarkus	A romance between a sheltered woman and the warrior sworn to be her dutiful bodyguard.
Clusterduck!	An out-of-control experiment releases animals onto the streets, and it's up to the Critter Crew to wrangle them all! Intended for small children.
My Pale Shadow	A character study surrounding the final days of an ailing executioner.

Popular Songs

Below are examples of songs one might find when traveling throughout Golarion.

The Contenders and the Stone

People of Absalom commonly hear this nursery rhyme sung by children of the city, especially near the Ascendant Court where the Starstone Cathedral stands.

Contenders come to Aroden's stone,
There they go to quest,
To rise to godhood on their own,
To take the *Starstone* test.

They jump, they ride, they run, they fly
Anything just to cross
But in the end, whate'er they try
All they'll get is loss.

They haven't immortality,
Their pasts are not unknown,
They don't have drunken godly luck,
They don't inherit the throne.

Round and round the stone church,
Contenders try their best,
And one by one, down they fall,
And there they're laid to rest.

The Ballad of Cayden Cailean

Pubs often erupt in this song in times of celebration and holy days of Cayden Cailean, turning the patrons into a drunken choir.

Gather round, grab a drink
And listen to the story
The marvelous tale of a drunken dare
And Cayden Cailean's glory

When but a man, he stood for honor
A stand up lad, for sure
Until he'd had his fill of beer
Then he was flat on the floor.

Cailean!
Ooh Cayden Cailean,
Sweet barleybrew, what a guy!

He wasn't a knight or priestly chap
Just an honest man with a sword
He sold his arm to those with coin
And drank all it'd afford.

Above his word, before his job
His morals would never fail
His conscience worth more than his pay
And stronger than any ale.

Cailean!
Ooh Cayden Cailean,
Sweet barleybrew, what a guy!

Deep in his cups, the gauntlet tossed
Wine flowing through his veins
He stumbled forth, Cathedral-bound
Bravado taking the reins

For three long days was Cayden gone
Then laughing, out he trod
No hangover can stop him now
All praise the Drunken God!

Cailean!
Ooh Cayden Cailean,
Sweet barleybrew, what a guy!

ORDER HIERARCHIES

Green Faith orders tend to obey strict hierarchies, with nine "circles" for major orders and three or five for minor orders. A new member becomes an initiate of the first circle. Each ascending circle guards more secret and precious information and has fewer members than the circle below it. To ascend, a druid must do service toward the order's goals and grow in knowledge and magical ability. If a circle is full, a druid might need to win their way into the circle by challenging a superior.

PRIMALIST

A primalist is a wielder of primal energies and magic, sometimes taught by forces of primal power, including powerful elementals or fey of the First World. Primalists protect the natural world, offering strong medicine to those in need while facing suspicion from those who don't understand their ways.

A great many primalists belong to druidic circles, and even those who aren't members tend to be familiar with the most prominent ones in their homeland.

Druid Initiate

A neophyte druid learns basic techniques and spellcasting soon after being initiated into their druidic order. The druid initiate has already learned much from their mentors—elders among the order—but hasn't had a chance to develop their own identity.

DRUID INITIATE — CREATURE 1

MEDIUM | HUMAN | HUMANOID

Perception +7

Languages Common, Wildsong

Skills Diplomacy +3, Medicine +7, Nature +7, Stealth +4, Survival +7

Str +2, **Dex** +1, **Con** +2, **Int** +0, **Wis** +4, **Cha** +0

Items healer's toolkit, leather armor, primal symbol, sling (10 bullets), staff

Plant Empathy The druid initiate can ask questions of, receive answers from, and use the Diplomacy skill with plants and fungus.

AC 15; **Fort** +5, **Ref** +4, **Will** +9

HP 18

Speed 25 feet

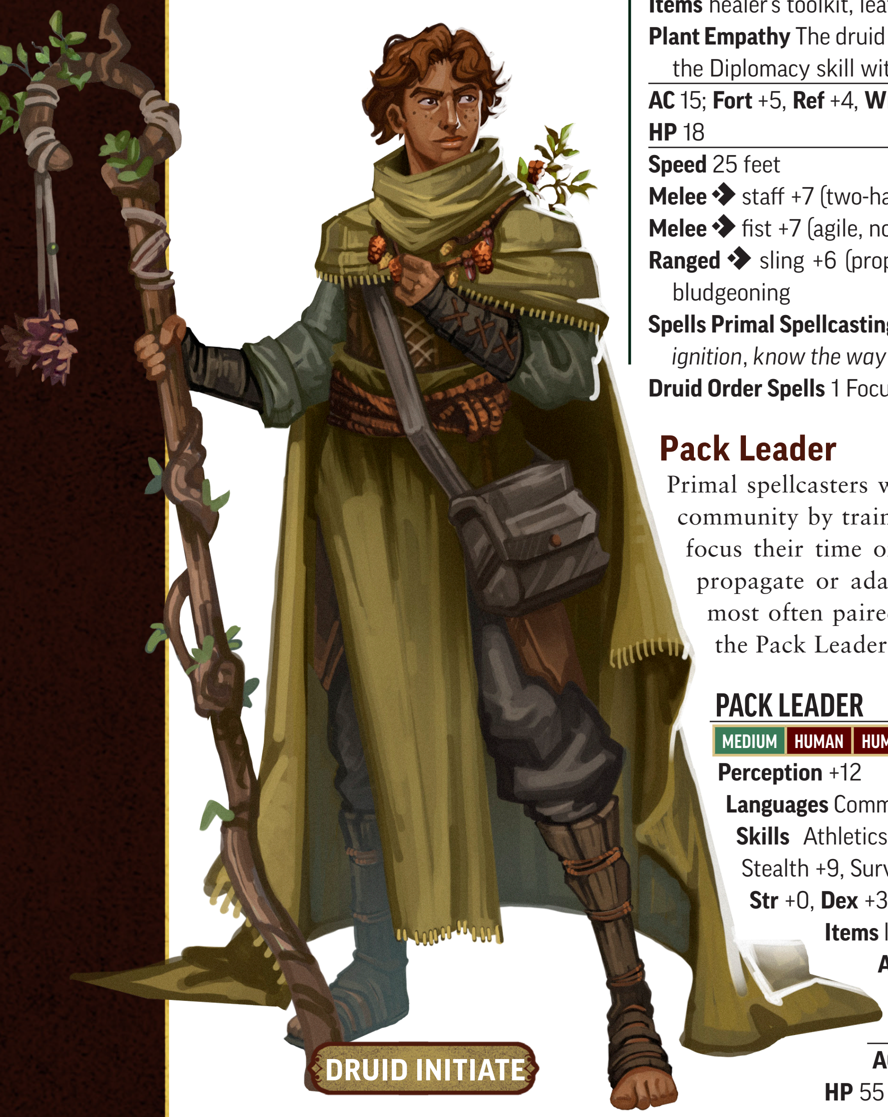
Melee ◆ staff +7 (two-hand d8), **Damage** 1d4+2 bludgeoning

Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ sling +6 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

Spells Primal Spellcasting DC 17; **1st** *heal*, *thunderstrike*; **Cantrips (1st)** *detect magic*, *ignition*, *know the way*, *light*, *tangle vine*

Druid Order Spells 1 Focus Point, DC 17; **1st** *cornucopia* (*Player Core* 382)



DRUID INITIATE

Pack Leader

Primal spellcasters with a particular affinity for animals often aid their community by training and healing their domesticated animals. Others focus their time on preserving endangered species and helping them propagate or adapt to a changing environment. The pack leader is most often paired with the trained bat companion on page 218; see the Pack Leader Companions sidebar (page 133) for other options.

PACK LEADER — CREATURE 4

MEDIUM | HUMAN | HUMANOID

Perception +12

Languages Common, Wildsong

Skills Athletics +6, Diplomacy +9 (+12 against animals), Nature +12, Stealth +9, Survival +10

Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** +4, **Cha** +3

Items leather armor, sickle, sling (10 bullets)

Animal Empathy The pack leader can ask questions of, receive answers from, and use the Diplomacy skill with animals.

AC 20; **Fort** +9, **Ref** +9, **Will** +12

HP 55

Stay Strong! ⤾ **Trigger** An allied animal within 30 feet attempts a saving throw; **Effect** The pack leader shouts a word of encouragement, granting the allied animal a +1 circumstance bonus to the save.

Speed 25 feet

Melee ◆ sickle +11 (agile, finesse, trip), **Damage** 1d4+4 slashing

Melee ◆ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ sling +11 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+4 bludgeoning

Primal Prepared Spells DC 20, attack +12; **2nd** *animal messenger*, *enlarge*, *summon animal*; **1st** *gentle landing*, *heal*, *pet cache*; **Cantrips (2nd)** *gouging claw*, *guidance*, *ignition*, *stabilize*, *tangle vine*

Druid Order Focus Spells 1 Focus Point, DC 20; **2nd** *heal animal* (*Player Core* 382)

Timely Trick ◆ (auditory, concentrate, mental) The pack leader commands an animal ally within 30 feet to perform a specific action; the target can spend its reaction to immediately Step, Stride, or Strike.

Mountain Guardian

Those who have unlocked the secrets of opening a kinetic gate to an elemental plane within themselves wield immense power over that element. Practitioners who specialize in elemental earth are hardy and defense-minded. The mountain guardian is surrounded by heavy armor made of stone held together with elemental magic.

MOUNTAIN GUARDIAN CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +9, tremorsense 10 feet

Languages Common, Petran

Skills Acrobatics +9, Athletics +15, Intimidation +13, Nature +11, Survival +9

Str +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +1, **Cha** +2

AC 24; **Fort** +14, **Ref** +11 (+13 vs. damaging effects), **Will** +11

HP 100; **Resistances** earth 6, poison 6

Kinetic Aura (aura, earth, primal) 10 feet. Pieces of rock and earth float in the aura. The aura must be active for the guardian to use impulse actions, and deactivates if the guardian uses an overflow impulse, is knocked out, or Dismisses it. The guardian can Channel Elements to reactivate it.

Speed 20 feet

Melee ◆ elemental blast +16 (concentrate, earth, impulse, primal, versatile P), **Damage** 2d8+4 bludgeoning

Melee ◆ fist +14 (agile, nonlethal, unarmed)**, Damage** 1d4+4 bludgeoning

Ranged ◆ elemental blast +16 (concentrate, earth, impulse, primal, range increment 30 feet, versatile P), **Damage** 2d8 bludgeoning

Base Kinesis ◆◆ The mountain guardian generates, moves, or suppresses up to 1 Bulk of naturally occurring earthen matter within 15 feet. Generating creates earthen matter, moving moves existing matter up to 20 feet into any direction, and suppressing destroys a piece of that element (which can't be a durable crafted good, only natural forms of the element).

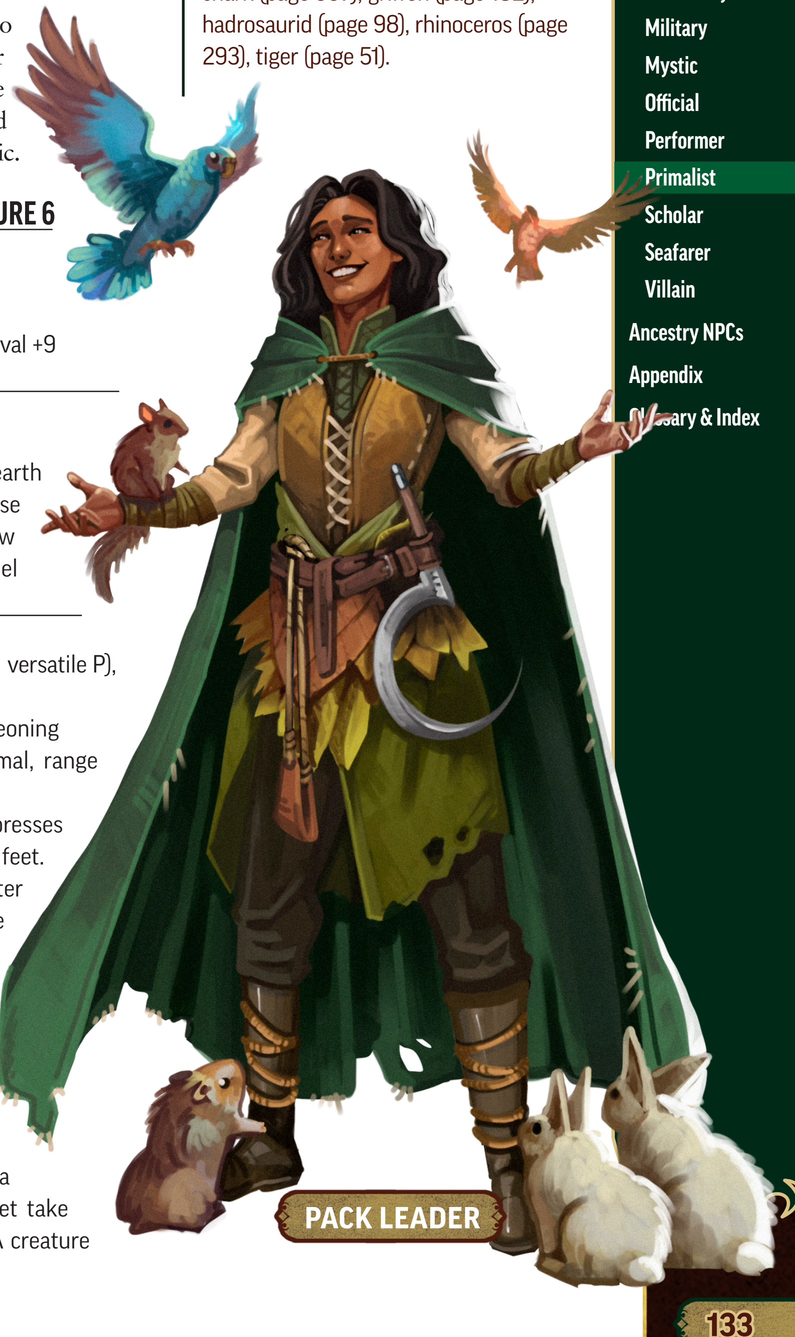
Channel Elements ◆ (primal) The mountain guardian reactivates their kinetic aura and can make an elemental blast Strike.

Empowered Blast ◆◆ The mountain guardian makes a melee or ranged elemental blast Strike with a +4 status bonus to damage.

Tremor ◆◆ (concentrate, earth, impulse, overflow, primal) The mountain guardian stomps on natural earth or stone, causing a localized tremor. All creatures in a 10-foot burst within 30 feet take 3d10 bludgeoning damage with a DC 24 basic Fortitude save. A creature

PACK LEADER COMPANIONS

In addition to the trained bat companion on page 218 (and, optionally, with one of the support benefits on pages 217–218), these *Monster Core* animals make good companions for the pack leader. **Level 3** dire wolf (page 350), giant mantis (page 229), giant scorpion (page 298), giant wasp (page 343), gorilla (page 23), grizzly bear (page 41), hyaenodon (page 205), lion (page 50), pachycephalosaurus (page 97); **Level 4** daeodon (page 43), giant stag beetle (page 42), great white shark (page 307), griffon (page 182), hadrosaurid (page 98), rhinoceros (page 293), tiger (page 51).



PACK LEADER

that critically fails is knocked prone. Earth and stone in the area is difficult terrain until the start of the mountain guardian's next turn.

Weight of Stone ◆◆◆ (concentrate, earth, impulse, overflow, primal) The mountain guardian calls down boulders in a cylinder 20 feet in diameter and 80 feet high within 120 feet. Each creature in the area takes 4d8 bludgeoning damage with a DC 24 basic Reflex save. A creature that fails is also pushed downward 40 feet (80 feet on a critical failure) without taking falling damage and can't leave the ground for 1 round.

KINETICIST RULES

The mountain guardian is based on the kineticist class from *Pathfinder Rage of Elements*, though simplified for use and an NPC. Their actions with the impulse trait can be used only if their kinetic aura is active and they have a hand free. When they use an action with the overflow trait (Tremor or Weight of Stone), their kinetic aura deactivates until they Channel Elements.

Dedicated Druid

Individuals who dedicate their life to the protection and preservation of the natural world often become druids. These devoted practitioners of primal magic might work alone or in a circle of like-minded individuals, all of whom have primal powers more terrifying than the last.

DEDICATED DRUID CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +15; lifesense (imprecise) 30 feet (page 230)

Languages Common, Wildsong

Skills Diplomacy +14, Intimidation +12, Nature +17, Religion +15, Stealth +13, Survival +17

Str +4, **Dex** +2, **Con** +1, **Int** +1, **Wis** +4, **Cha** +1

Items hide armor, *scroll of revealing light* (2), *+1 spear*, wooden shield (Hardness 3, HP 12, BT 6)

Plant Empathy As druid initiate.

AC 24; **Fort** +12, **Ref** +13, **Will** +15

HP 100

Shield Block ⤾ (page 231)

Speed 25 feet

Melee ◆ *spear* +16 (magical), **Damage** 1d6+8 piercing

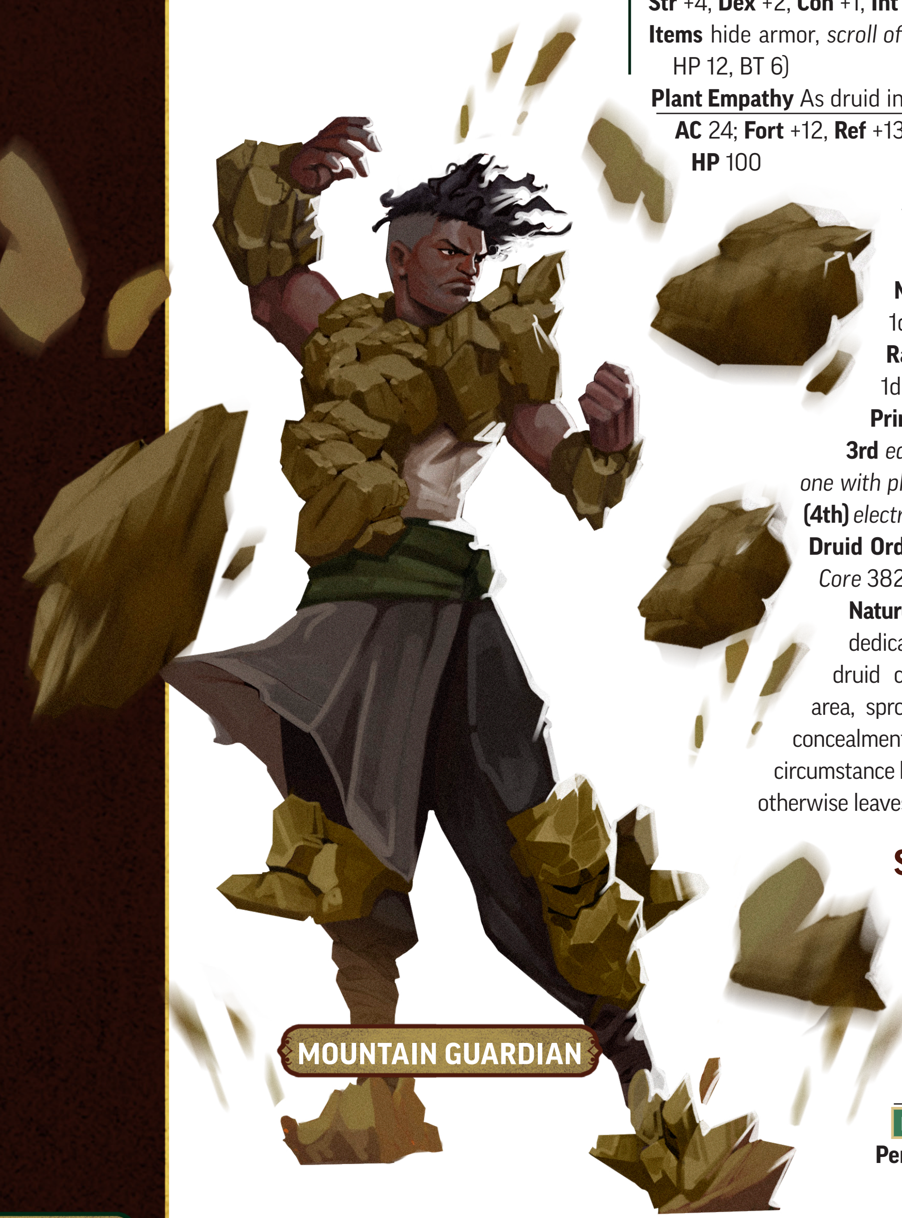
Melee ◆ fist +15 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ◆ *spear* +14 (magical, thrown 20 feet), **Damage** 1d6+8 piercing

Primal Prepared Spells DC 25, attack +17; **4th** *fly, lightning bolt*; **3rd** *earthbind, fireball*, *wall of thorns*; **2nd** *entangling flora*, *mist*, *one with plants*; **1st** *air bubble*, *gentle landing, gust of wind*; **Cantrips (4th)** *electric arc, ignition, know the way*, *tangle vine*, *vitality lash*

Druid Order Spells 1 Focus Point, DC 25; **4th** *cornucopia* (*Player Core* 382)

Nature's Patient Healing ◆◆◆ (primal) **Requirement** The dedicated druid is in a natural environment; **Effect** The dedicated druid camouflages themself to blend in with the surrounding area, sprouting leaves or covering themself with scree. They gain concealment until the end of their next turn, they can Hide with a +4 circumstance bonus, and they recover 4d8 Hit Points. If the druid moves or otherwise leaves their space, these benefits end.



Skin Shifter

Skin shifters are defenders of nature, blessed by the spirits of the wild with the ability to shape shift into powerful animal forms. Prowling as beasts or charging across the field, they protect the balance of nature and punish those who would upset it.

SKIN SHIFTER CREATURE 8

MEDIUM HUMAN HUMANOID

Perception +16 (+18 in animal form)

Languages Common, Wildsong

Skills Acrobatics +12 (+16 in animal form), Athletics +14 (+18 in animal form or –4 in pest form), Diplomacy +13, Intimidation +11 (+15 in animal form), Nature +18, Stealth +12 (+16 in animal form), Survival +18

Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +4, **Cha** +1

Items hide armor, *+1 striking longbow* (20 arrows), spiked gauntlet

Animal Empathy As pack leader.

AC 25 (26 in animal form); **Fort** +15, **Ref** +14, **Will** +16

HP 140

Speed 25 feet

Melee ◆ spiked gauntlet +18 (agile, free-hand), **Damage** 1d4+10 piercing

Ranged ◆ *longbow* +17 (deadly d10, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+6 piercing

Primal Innate Spells DC 26; **Cantrips (4th)** *gouging claw*, *know the way*

Gift of the Wild Spirits ◆ (primal) **Frequency** once per round; **Effect** The skin shifter casts their choice of a 4th-rank *aerial form*, *animal form*, *dinosaur form*, or *pest form* spell. They must transform into an animal of a kind they've seen within the last 24 hours. They can't gain temporary HP again from a spell cast with Gift of the Wild Spirits for 10 minutes. Their Strikes for forms other than *pest form* have reach 10 feet, a +20 attack modifier, and a +13 damage bonus (or a +9 damage bonus for *aerial form*). Most other changes to their statistics are listed above.

While polymorphed, the skin shifter can still use Gift of the Wild Spirits, though they're still prevented from casting other spells as normal.

DRUID GROVES

When they choose to settle in one place, druids famously dwell in druid groves. These sanctums mix elements of living spaces, ritual shrines, and the natural environment into a cohesive, harmonious whole. Flora and fauna form the majority of fixtures in most groves, with only small amounts of construction work, as druids prize fitting themselves into the environment rather than bending it to suit them. A grove might be a small hollow that's home to a solitary druid or an overgrown copse of trees housing an entire lodge.

Tree Singer

Singers can speak the words of creation in song, a forgotten art from the First World. Their melodies turn grass into blades and make trees stir. Through their music, plants rise to defend and seek vengeance for nature. Taught by woodland spirits or fey agents of the First World, they master the magic of primal song.

TREE SINGER CREATURE 13

MEDIUM | HUMAN | HUMANOID

Perception +22

Languages Common, Wildsong

Skills Athletics +23, Diplomacy +25, Intimidation +23, Nature +26, Performance +27, Survival +22

Str +4, **Dex** +3, **Con** +1, **Int** +2, **Wis** +3, **Cha** +4

Items *+1 resilient leather armor, +1 striking longspear, +1 striking composite longbow*

AC 32; **Fort** + 23, **Ref** +21, **Will** +25

HP 220

Bloodthirsty Plants ⤾ (concentrate) **Trigger** An enemy in the tree singer's Verdant Aria aura (see below) attacks one of the tree singer's allies; **Effect** Vines and branches to lash out at the attacker, dealing 3d6 piercing damage.

Plant Empathy As druid initiate.

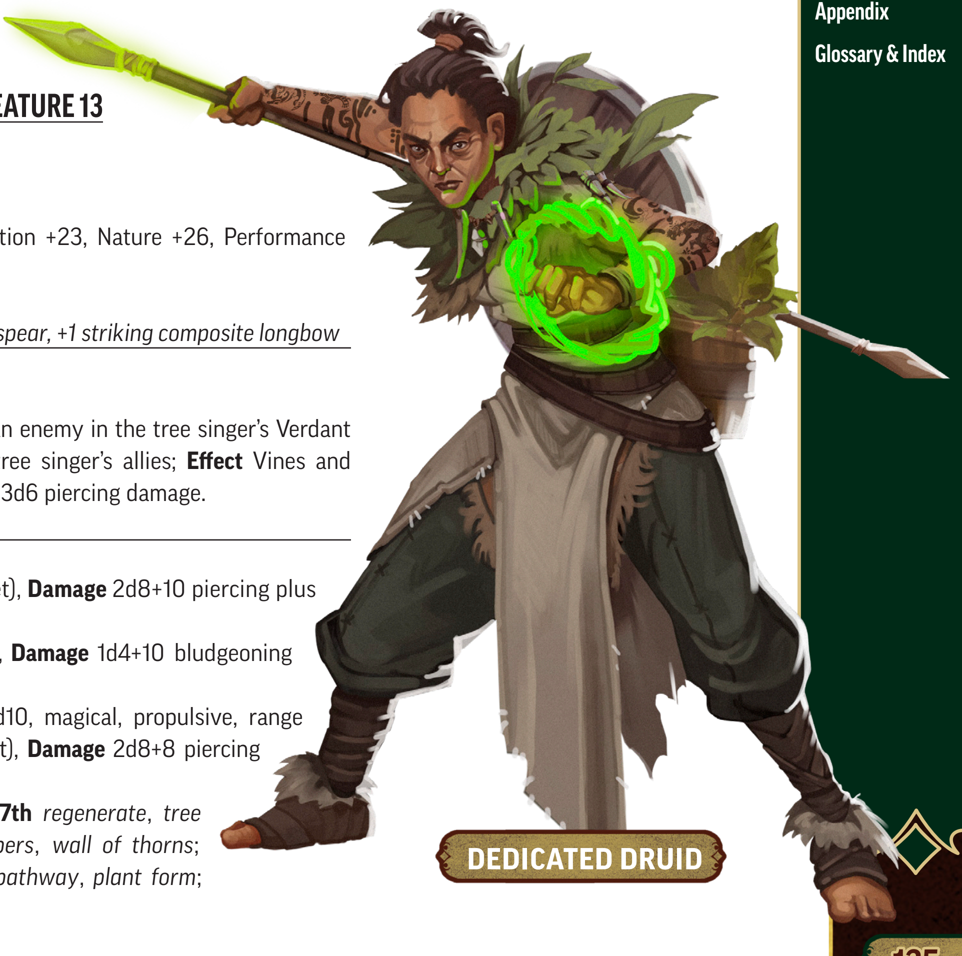
Speed 25 feet

Melee ◆ *longspear* +24 (magical, reach 10 feet), **Damage** 2d8+10 piercing plus 2d10 sonic

Melee ◆ fist +23 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning plus 2d10 sonic

Ranged ◆ *composite longbow* +23 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+8 piercing plus 1d10 sonic

Primal Prepared Spells DC 33, attack +25; **7th** *regenerate*, *tree of seasons*; **6th** *plant form*, *tangling creepers*, *wall of thorns*; **5th** *elemental form* (wood only), *nature's pathway*, *plant form*;



DEDICATED DRUID

4th *oaken resilience*, *resist energy*, *vapor form*; **3rd** *earthbind* (×2), *slow*; **2nd** *entangling flora*, *one with plants* (×2); **1st** *gentle landing* (×2), *ventriloquism*; **Cantrips (7th)** *detect magic*, *light*, *prestidigitation*, *stabilize*, *tangle vine*

Druid Order Spells 1 Focus Point, DC 33; **7th** *cornucopia* (*Player Core* 382)

Verdant Aria ◆ (auditory, aura, concentrate, linguistic, plant, primal, wood) The tree singer raises their voice in a haunting melody, creating an aura in a 30-foot emanation. Plants in the aura seem to come to life, swaying and rustling in response to the music. The tree singer's allies in the aura gain a +2 status bonus to AC and saving throws as the foliage around them shields and defends them from harm.

The aura lasts until the end of the tree singer's next turn but can be Sustained. It can be Sustained even if the tree singer is polymorphed. The effect ends early if the tree singer stops singing.

Tempest Incarnate

When a sorcerer's blood calls to storm and sky, they can become a frightening force to behold. When that power matures, they become living conduits of the tempest.

TEMPEST INCARNATE — CREATURE 19

RARE **MEDIUM** **HUMAN** **HUMANOID**

Perception +29

Languages Common, Sussuran, Thalassic

Skills Acrobatics +35, Intimidation +37, Nature +34, Stealth +35, Survival +31

Str +2, **Dex** +5, **Con** +3, **Int** +1, **Wis** +4, **Cha** +6

Wind Rider A tempest incarnate ignores penalties and difficult terrain from strong winds. When flying, they don't need to Fly each round to avoid falling.

Items *+2 greater resilient explorer's clothing*, *+2 greater striking handwraps of mighty blows*

AC 40; **Fort** +30, **Ref** +34, **Will** +31

HP 360; **Resistances** cold 15, electricity 20; **Weaknesses** earthbound vulnerability

Hurricane Cloak (air, aura, primal) 10 feet. A creature that enters the area must succeed at a DC 38 Athletics check (if on the ground) or Acrobatics check to Maneuver in Flight (if flying) or end its movement. A creature that critically fails is also knocked back 5 feet and falls prone. Creatures making ranged projectile and thrown attacks that pass through the area must succeed on a DC 5 flat check or the attack fails. Massive projectiles, such as thrown boulders, are not affected. A tempest incarnate can activate or deactivate this ability with a single action that has the concentrate trait.

Earthbound Vulnerability A tempest incarnate who is hit by or fails a saving throw against an effect that prevents them from flying (such as *earthbind* or Felling Strike) takes 20 mental damage in addition to the usual effects.

Speed 25 feet, fly 60 feet; swiftness

Melee ◆ *fist* +32 (agile, finesse, magical, nonlethal, unarmed), **Damage** 3d4+8 bludgeoning plus 3d12 electricity and Push 10 feet (page 230)

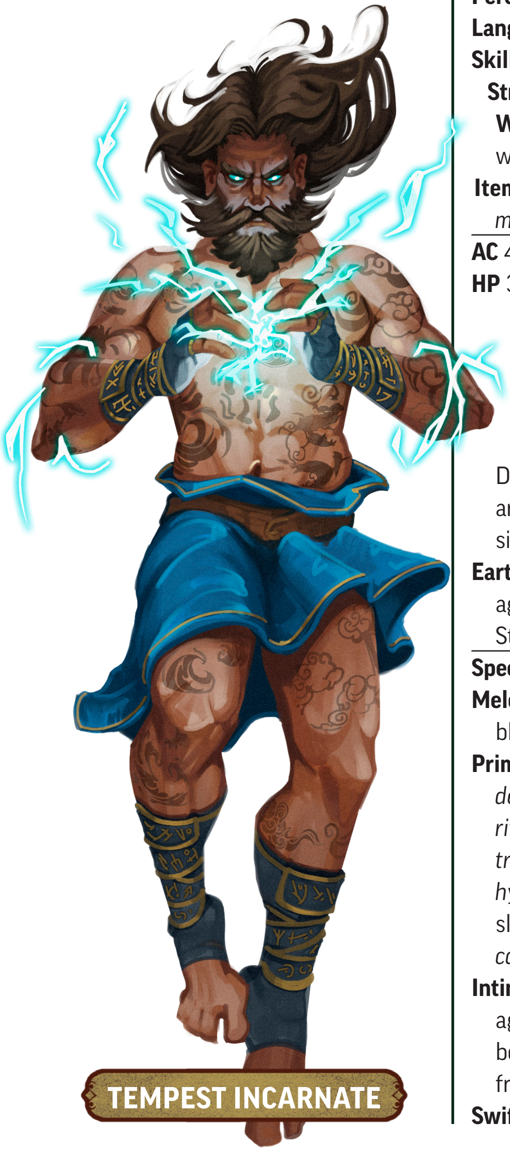
Primal Spontaneous Spells DC 44, attack +37; **10th** (1 slot) *cataclysm*; **9th** (4 slots) *detonate magic* (items that grant flight only), *wrathful storm*; **8th** (4 slots) *arctic rift, chain lightning*; **7th** (4 slots) *fly*, *unfettered pack*; **6th** (4 slots) *field of life*, *truesight*; **5th** (4 slots) *control water, environmental endurance*; **4th** (4 slots) *hydraulic torrent, unfettered movement*; **3rd** (4 slots) *haste, wall of wind*; **2nd** (4 slots) *mist, water breathing*; **1st** (4 slots) *air bubble, gust of wind*; **Cantrips (10th)** *caustic blast*, *electric arc*, *frostbite*, *know the way*, *sigil*

Intimidating Storm (emotion, fear, mental) A creature that fails a saving throw against a *cataclysm* or *wrathful storm* spell cast by the tempest incarnate becomes frightened 2 (or frightened 3 on a critical failure). A creature can only be frightened once by each casting of *wrathful storm*.

Swiftness The tempest incarnate's movement doesn't trigger reactions.

SPEAKING WILDSONG

The secret language spoken among druids, called Wildsong, sounds more like animal calls than spoken words. If you're roleplaying a conversation between druids at the table, you might want to try imitating an animal, or even just play audio clips of animal noises. Much of Wildsong is conveyed through tone and associations with different animals. An individual druid's Wildsong might more frequently incorporate sounds from animals prevalent in the druid's home region, forming a dialect or accent of sorts.



TEMPEST INCARNATE

Primal Ceremonies

Moot of Ages: Held by the druids of the Wildwood Lodge, this annual open conclave calls druids from across Golarion. They gather on the Isle of Arenway on the summer solstice to share their wisdom about nature. New discoveries since the last year's moot are always a hot topic. Far from a scientific endeavor, the focus of the moot is interpreting the Will of the World. This concept poses a collective intelligence within nature and the world, which druids attempt to listen to and interpret.

Offering of Lotus: On each full moon of the summer, settlements in Po Li bring healthy lotus blossoms from streams and pods to the banks of the Sea of Ghosts. The village waits on the water's edge through the night and celebrates the boom of the flowers as the sun rises. Each lotus helps to naturally clean and filter the water, doing its small part on the great sea. This ceremony started during the Age of Succession, after corpses of dead sailors and soldiers spoiled the waters, killing most of the fish and anyone foolish enough to drink from the sea.

Stonesong Celebration: Dwarven architects and engineers sing songs in the Stonesong Celebration before breaking ground on new projects. The song sounds to laypeople like a haunting dwarven song layered with memory. In fact, the song contains melodies originating in the songs of Talaine Everen, a Rivethun emissary who was a famed architect of High King Taargick's court almost 10,000 years ago. The song calls the spirits in the stone to communicate their ideas to the dwarves, giving them inspiration for the upcoming project. Modern Rivethun can recognize the song as a treatise to the spirits.

Green Faith Orders

The druid class lists several general categories for druid orders, but many named orders have grown to prominence and specialize in certain methods of understanding and tending to nature. See the Green Faith Orders table, below.

Foraged Treasures

Primalists consider these substances to be among the most prized plants, fungi, and substances to find when foraging. They often do favors for those who can bring them some.

Substance	Use
Arcophage	Fungus that magically transforms plants into itself (Mwangi Expanse only)
Desna's star	Soporific tea
Dew of lunary	Medicine, protective and divinatory items
First World ragweed	Altered perception
Flayleaf	Smoked for sedation and pain relief
Leechwort	Medicine
Lover's clover	Symbol of romance, food
Mandrake root	Ritual magic
Myrrh	Medicine, glue
Pesh cactus	Refined to make pesh, a hallucinatory drug
Phosphorous	Fertilizer, soap, poison
Saltpeter	Fertilizers, preservatives
Verdant salts	Health supplement, improved perception

Nature's Holidays

Natural events prove popular dates for holidays.

Equinoxes: Erastil's followers celebrate week-long, hard-working holidays: Planting Week on the vernal equinox and Harvest Feast on the autumnal equinox. On the vernal equinox, Gozrans celebrate Firstbloom, greeting spring with fertility dances. On the autumnal equinox, the Swallowtail Festival led by Desnans provides a day for feasting, storytelling, and releasing butterflies.

Solstices: Desnans celebrate a Ritual of Stardust on each solstice, with song and loving proclamations. The ritual gets its name from the practice of throwing sand and powdered gems into bonfires to symbolize the stars. The Sunwrought Festival comes on the summer solstice, as Sarenites reenact Sarenrae's battle with Rovagug and people of all ages explode fireworks, fly kites, and exchange gifts. Shelynites mark the winter solstice with Crystalhue, a day for creating art, courting, and romantic gestures.

Full Moons: The most popular holiday on a full moon is Longnight, in the month of Abadius, celebrated by staying up until dawn through the long winter night.

GREEN FAITH ORDERS

Order	Sacred Sites and Markers	Areas of Expertise
Druids of the Earth	Menhirs, cave paintings	Farming, ranching, herd animals, burrowing creatures, caves, soil, worms
Druids of the Fang	Claw marks, bones of prey animals	Predatory beasts, living off the land
Druids of the Flame	Effigies, ash	Fire, change, battling aberrations and undead
Druids of the Leaf	Large trees, symbols cut in wood	Trees, green plants, natural bounty, sustainable land use
Druids of the Storm	Weathered locales, wind instruments	Storms, winds, weather, meteorology
Druids of the Wave	Waterfalls, bays	Rivers, seas, fish and other aquatic creatures, stopping overfishing and pollution
Druids of the Wing	Nesting grounds	Winged creatures, divination by watching birds, magical flight

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UNCOMMON SCHOLASTIC DISCIPLINES

Beside the life and natural sciences such as arcana, biology, botany, geology, oceanography, and zoology, demand is increasing in cities for more modern disciplines like anthropology, economics, sociology, urban planning, and even art curation and forensic investigation.

Scholar

True power comes from knowledge—the power to shape the growth of kingdoms by mere whispers, stay three steps ahead of adversaries, or even know which flora is best for creating untraceable poisons.

Librarian

Keepers of knowledge, librarians document discoveries, events, and laws. The best librarians record events twice: once for public record and again to record how events truly unfolded.

LIBRARIAN — CREATURE –1

MEDIUM | HUMAN | HUMANOID

Perception +7

Languages Common, Draconic, Elven, up to 4 additional languages

Skills Academia Lore +11, Arcana +9, Library Lore +13, Nature +8, Religion +8

Str +0, **Dex** +1, **Con** +0, **Int** +3, **Wis** +2, **Cha** +1

Items books (3), dagger, writing set

Research Specialist A librarian is a 3rd-level challenge for encounters involving research.

Methodical Research (concentrate) When Searching through stacks of books, a librarian can find the answer to almost any question. This allows the librarian to use Library Lore in place of other lore skills, given enough time. The GM determines the DC of the check and the amount of time it takes (typically, a librarian can attempt three or four checks during 1 day of downtime).

AC 13; **Fort** +2, **Ref** +3, **Will** +7

HP 6

Speed 25 feet

Melee ◆ book +4 (nonlethal), **Damage** 1d4 bludgeoning

Melee ◆ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ◆ book +5 (nonlethal, thrown 10 feet), **Damage** 1d4 bludgeoning

Obsessive Researcher

Academia rewards specialization, and so the universities and athenaeums of the Inner Sea are full to the brim of sunlight-deprived scholars who are the world experts in such obscure topics such as the migratory habits of bogwids or the folklore of pre-Choral Brevoy.

OBSESSIVE RESEARCHER — CREATURE –1

MEDIUM | HUMAN | HUMANOID

Perception +3

Languages Common, up to 3 additional uncommon languages

Skills Academia Lore +19, Library Lore +23, Narrow Lore +25, Stealth +5

Str +0, **Dex** +1, **Con** +2, **Int** +5, **Wis** +0, **Cha** –1

Items writing set, entirely too many books

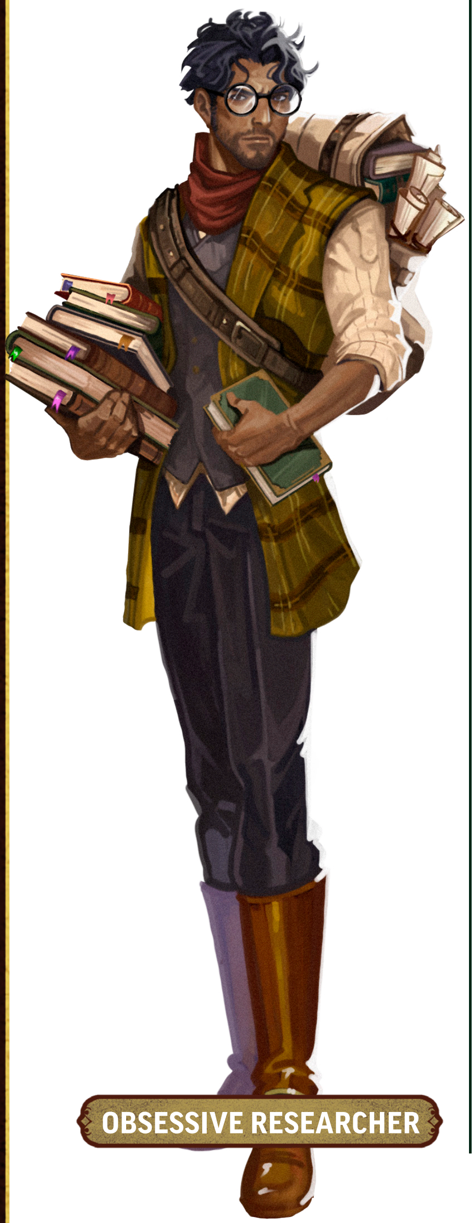
Monomania Each obsessive researcher is preoccupied with a hyper-specialized, niche body of knowledge (their Narrow Lore) in which they are the acknowledged world authority. The catch is that when such an expert goes wrong, they go badly wrong—if an obsessive researcher gets a success on a Narrow Lore roll, they get a critical success instead. But if they roll a failure, then they get a critical failure instead.

World-Class Authority In their narrow field of interest, the obsessive researcher is a 10th-level challenge.

AC 14; **Fort** +3, **Ref** +2, **Will** +7

HP 7

Idée Fixe Nothing gets between the obsessive researcher and their subject. If the obsessive researcher is targeted by a spell or ability with a Will save that would prompt them to give up, ignore, or divert course from the subject of their Narrow Lore (for example, using a *suggestion* to get a specialist in Jistkan artificing to give



OBSESSIVE RESEARCHER

up a construct part), then the obsessive researcher can use their Narrow Lore skill in place of their Will save.

Speed 25 feet

Melee ◆ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Melee ◆ pen +4 (agile, finesse, nonlethal), **Damage** 1d4 piercing

Furious Harangue ◆◆ (auditory, emotion, fear, mental) The researcher starts hectoring an enemy within 30 feet, upbraiding them for daring to interrupt such valuable research. The target must attempt a DC 15 Will save. On a failure, they are frightened 2 (frightened 3 and fleeing for 1 round on a critical failure). Regardless of the result of its save, the target is temporarily immune for 1 hour.

Teacher

The passing of knowledge and traditions from generation to generation is a time-honored occupation. Teachers exist to strengthen their populations with literacy, history, and advanced sciences, but most of all with inspiration. Most teachers provide general knowledge so their students are well-rounded, but some are experts or even masters of a single discipline.

TEACHER CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +4

Languages Common, up to 3 additional languages

Skills Academia Lore +14, Diplomacy +5, Intimidation +5, one additional Lore +14

Str +0, **Dex** +0, **Con** –1, **Int** +4, **Wis** +2, **Cha** +3

Items cane (functions as staff), textbook, writing set

Academic Specialist For academic encounters, a teacher is a 4th-level challenge.

Font of Knowledge The teacher can attempt to Recall Knowledge on any general subject with a +10 modifier.

Inspirational Presence (aura, emotion, mental) 50 feet. Any of the teacher's students in the aura gain a +1 circumstance bonus to Recall Knowledge.

AC 12; **Fort** +1, **Ref** +2, **Will** +6

HP 5

Speed 25 feet

Melee ◆ cane +4 (two-hand d8), **Damage** 1d4 bludgeoning

Melee ◆ fist +4 (agile, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Astronomer

Different cultures have created stories about the hows and whys of the universe, if things exist beyond the stars, and if the gods manipulate the heavenly bodies. But astronomers aren't interested in folktales—they desire truth.

ASTRONOMER CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +10

Languages Common

Skills Arcana +8, Astronomy Lore +12, Occultism +8

Str +0, **Dex** +1, **Con** +2, **Int** +4, **Wis** +3, **Cha** +0

Items astrolabe, spellbook, staff

Living Sextant If the astronomer is able to see the night sky, they can Sense Direction using Astronomy Lore.

AC 15; **Fort** +6, **Ref** +5, **Will** +9

HP 23

Reject Myth ⤾ **Trigger** A creature within 30 feet Casts a Spell or uses an ability with the fortune or misfortune trait; **Effect** The astronomer's rejection of such fantasy becomes manifest. The astronomer attempts to counteract the triggering effect with a counteract modifier of +9 and a counteract rank of 1.

CENTERS OF LEARNING

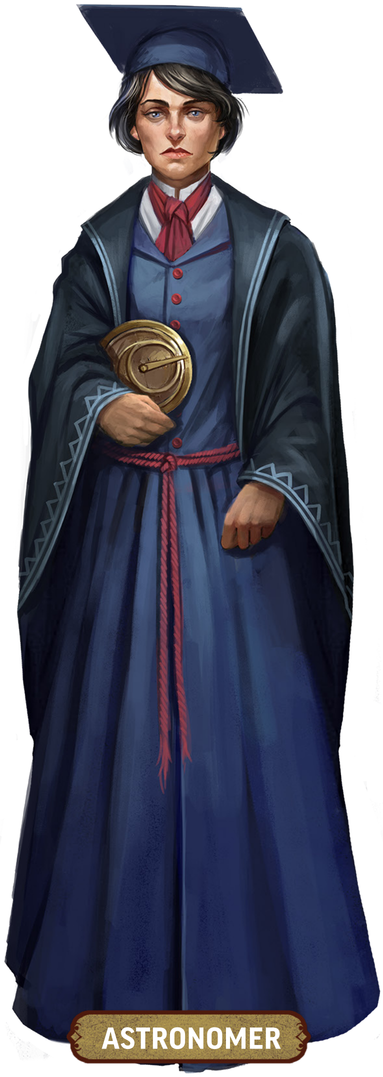
The Acadaemae (Varisia): Premiere wizard's college specializing in the summoning of otherworldly creatures.

Almas University (Andoran): School primarily focusing on law, politics, modern philosophy, and zoology.

Kitharodian Academy (Taldor): Famed bardic college teaching students of all social classes.

Magaambya (Nantambu): Ancient school with some of the world's greatest stores of arcane knowledge.

University of Lepidstadt (Ustalav): School primarily focusing on alchemy, medicine, and scientific study.



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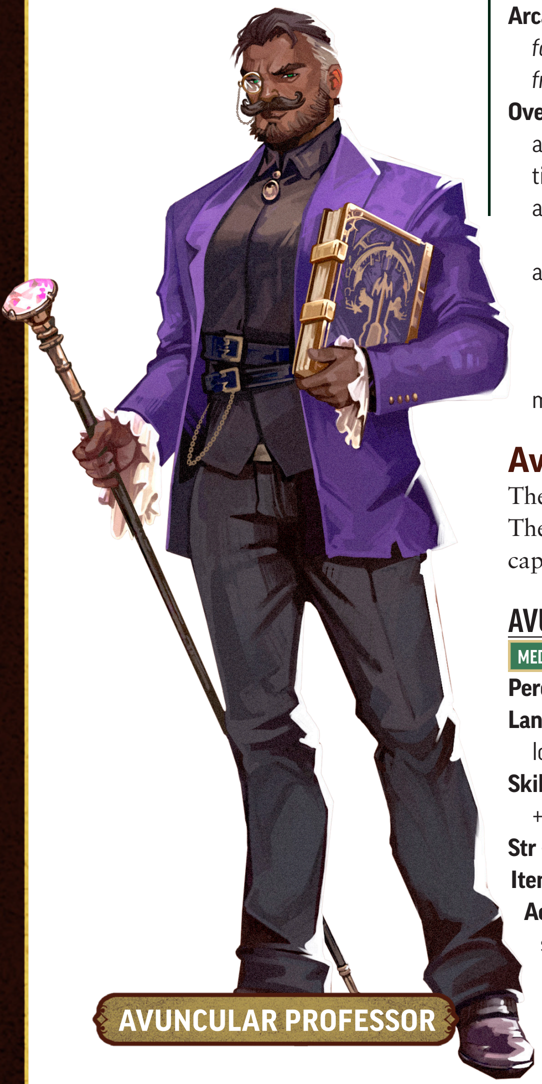
ACADEMIC PRANKS

It is a fond tradition at most universities in the Inner Sea for young scholars to pull strange and off-kilter pranks, all the more so when those young scholars have magic—the more difficult, bizarre, or inexplicable the prank, the better. The wizards of the Arcanamirium still reminisce over the time they transported an entire galleon into a city park in the middle of the night. Similarly, the students at Dacilane Academy have recently started what they have called the First Great Prank War.



AVUNCULAR PROFESSOR

Speed 25 feet

Melee ◆ fist +8 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Melee ◆ staff +7 (two-hand d8), **Damage** 1d4+4 bludgeoning

Arcane Prepared Spells DC 17, attack +9; **1st** *alarm*, *gentle landing*, *phantasmal minion*, *sleep*; **Cantrips (1st)** *detect magic*, *read aura*, *sigil*, *telekinetic hand*, *telekinetic projectile*

Exuberant Apprentice

Bright-eyed and bushy-tailed, these young mages seamlessly combine boundless curiosity, vigorous enthusiasm, and a complete lack of survival instincts.

EXUBERANT APPRENTICE — CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Academia Lore +10, Arcana +12, Library Lore +12

Str +1, **Dex** +2, **Con** +2, **Int** +4, **Wis** –2, **Cha** +4

Items late homework assignment, spellbook, textbooks, writing set

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AC 20; **Fort** +10, **Ref** +10, **Will** +8

HP 65

Speed 25 feet

Melee ◆ textbook +12, **Damage** 1d6+5 bludgeoning

Melee ◆ fist +13 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Arcane Prepared Spells DC 21, attack +13; **2nd** *acid grip, darkvision, revealing light*; **1st** *force barrage, grease, gust of wind, phantasmal minion;* **Cantrips (2nd)** *detect magic, frostbite, prestidigitation, read aura, telekinetic hand*

Overambitious Spell ◆◆ (arcane) **Frequency** once per day; **Effect** The exuberant apprentice's teacher has told them they're not ready for this spell, but desperate times call for desperate measures. The exuberant apprentice attempts to cast *fireball* as a 3rd-rank arcane spell but must first attempt a DC 11 flat check.

Critical Success The spell is cast flawlessly and heightened to 4th rank. The apprentice is stunned 2 from sheer shock.

Success Nothing goes wrong, and the spell is cast normally.

Failure The spell fizzles and creates only a harmless puff of smoke.

Critical Failure Academic ablaze! The apprentice takes 6d6 fire damage as the magic backfires.

Avuncular Professor

These world-wise scholars know that there's more to life than just research. There are also good meals at the university refectory, comfortable beds, and captive audiences of students.

AVUNCULAR PROFESSOR — CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common, up to 4 additional languages, including at least one obscure or long-dead language that the avuncular professor likes to quote

Skills Academia Lore +16, Deception +18, Diplomacy +18, Occultism +12, Performance +18, Society +16, one additional Lore +18

Str +0, **Dex** +0, **Con** +1, **Int** +4, **Wis** +3, **Cha** +4

Items copy of a book that they wrote, fine clothes, sword cane, writing kit

Academic Politics Specialist When it comes to wining and dining or other social situations, the avuncular professor is an 8th-level challenge.

Duelist of Wits The avuncular professor may cultivate the appearance of an unworldly academic, but they know how to stick the rhetorical knife in. Once per hour, if the avuncular professor succeeds at a Deception or Diplomacy check, they can choose to roll a Society or Academia Lore check at the same DC—if they succeed on the second check, the initial success is upgraded to a critical success, though if they fail the second check, their initial success also turns into a failure.

AC 21; **Fort** +12, **Ref** +11, **Will** +15

HP 75

Speed 25 feet

Melee ◆ sword cane +11 (agile, concealable), **Damage** 1d6+6 piercing

Melee ◆ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Occult Spontaneous Spells DC 22, attack +14; **3rd** (2 slots) *enthrall, hypnotize;* **2nd** (3 slots) *calm, laughing fit, translate*; **1st** (3 slots) *command, fear, ventriloquism;* **Cantrips (3rd)** *detect magic, figment, light, prestidigitation, sigil*

Bard Composition Spells 1 Focus Point, DC 22; **Cantrips (3rd)** *uplifting overture* (*Player Core* 372)

Sage

The greatest knowledge comes from experience. Village elders, ancient seers, and advisors to royalty are examples of those valued for such wisdom. Sages educate and guide their people from straying from their cultures' norms and traditions.

SAGE — CREATURE 6

MEDIUM **HUMAN** **HUMANOID**

Perception +14

Languages Common, up to 4 additional languages

Skills Arcana +12, Diplomacy +13, Medicine +12, Nature +14, Occultism +12, Religion +12, Society +14

Str +2, **Dex** +2, **Con** +1, **Int** +4, **Wis** +3, **Cha** +0

Items religious symbol, *+1 staff*

AC 22; **Fort** +10, **Ref** +12, **Will** +16

HP 86

Timely Advice ⤾ (auditory, concentrate, linguistic, mental) **Trigger** An ally is about to attempt an attack roll or skill check and has not yet rolled; **Effect** The sage gives the ally a savvy piece of advice, providing valuable insight. The ally gains a +2 circumstance bonus to the triggering roll.

Speed 25 feet

Melee ◆ *staff* +13 (magical, two-hand d8), **Damage** 1d4+6 bludgeoning

Melee ◆ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Sage's Analysis ◆ (concentrate) The sage studies a creature, attempting an Arcana, Nature, Occultism, Religion, or Society check against the creature's Recall Knowledge DC. On a success, the sage gains a +2 circumstance bonus to attack rolls and AC against that creature and deals an additional 2d6 damage to the creature with weapon attacks. These benefits last for 1 minute or until the sage uses this ability again.

Departmental Chair

All the departmental chair really wants is a chance to quietly do their research. Instead, they've been roped into dealing with every emergency—political, supernatural, or emotional—in the university. They are not thrilled about this.

DEPARTMENTAL CHAIR — CREATURE 7

MEDIUM **HUMAN** **HUMANOID**

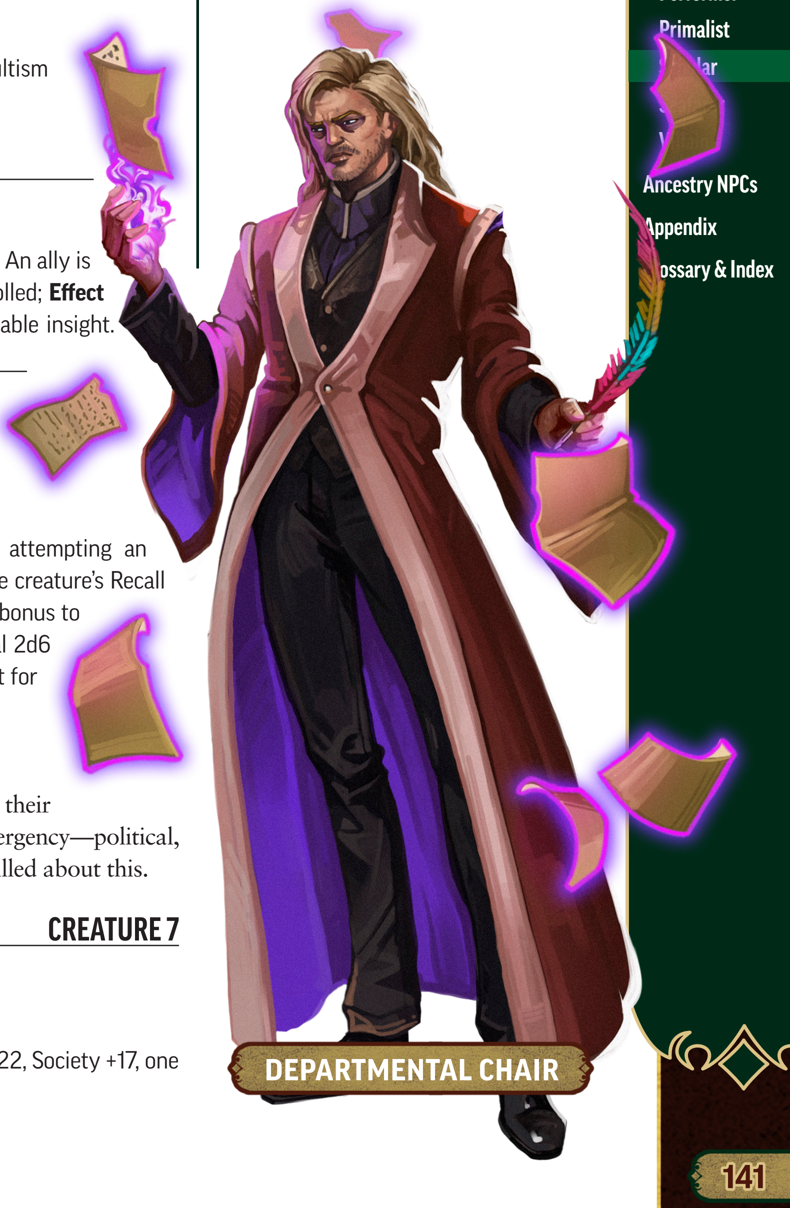
Perception +16

Languages Common, up to 4 additional languages

Skills Academia Lore +25, Arcana +22, Diplomacy +15, Occultism +22, Society +17, one additional Lore +22

SCHOLARLY TITLES

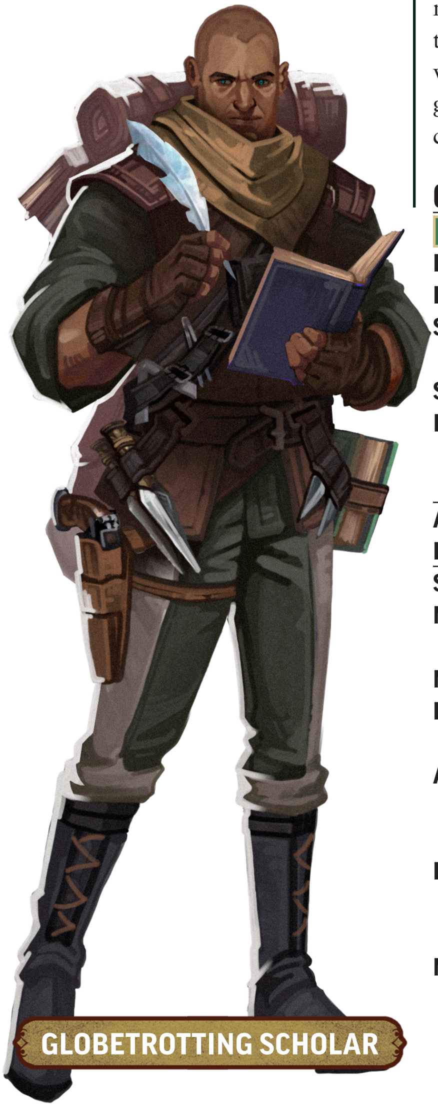
University scholars can be just as obsessed with titles as the most hidebound aristocracy, and so all the Inner Sea's universities have a wealth of ranks, titles, degrees, and forms of address. A few of the most common are dean, rector, professor, docent, lecturer, reader, fellow, elder, doctor, master, philosopher, tutor, and don, with a host of vice-, deputy-, senior-, and emeritus- variants on all of them.



DEPARTMENTAL CHAIR

FASHIONABLE FAMILIARS

Bonding with a familiar is a deeply personal act, unique to each master and familiar. People being people, certain familiars do remain more popular than others. Cats, rats, and ravens are venerable classics, unlikely to be dislodged anytime soon. Monkeys are common in more southerly climates, and the venerable toad is the familiar of choice for wizards who want something a bit lower maintenance.



Str +0, **Dex** +1, **Con** +0, **Int** +5, **Wis** +5, **Cha** +3

Items spellbook, *+1 staff*, writing kit

Veteran Researcher On the rare occasions the departmental chair still deals with their research, they are a 10th-level challenge.

AC 24; **Fort** +13, **Ref** +14, **Will** +18

HP 115

Speed 25 feet

Melee ◆ *staff* +13 (magical, two-hand d8), **Damage** 1d4+6 bludgeoning

Melee ◆ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Arcane Prepared Spells DC 25, attack +17; **4th** *mountain resilience, wall of fire*; **3rd** *fireball* (×2), *haste, lightning bolt*; **Cantrips (4th)** *detect magic, ignition, prestidigitation, telekinetic hand*

Paper Pusher ◆ (arcane, concentrate, spellshape) The departmental chair has spent so much time dealing with bureaucracy recently that papers and forms have worked their way into the chair's spellcasting. If the departmental chair's next action is to Cast a Spell that deals energy damage, the spell conjures a burst of sharp-edged paper instead. Change the damage type to slashing, and the spell deals an additional 1d6 persistent bleed damage.

Globetrotting Scholar

It takes a particular kind of personality to leave the creature comforts of academia in order to explore trap-ridden ancient tombs or observe man-eating monstrosities in their native habitats. The sort of personality that finds joy in the life cycle of parasitic wasps or recounts grisly Ghol-Gani sacrificial rites with a decidedly gruesome relish. Academia would not survive without such globetrotting scholars, but to their more sedate colleagues, they do tend to come off as an odd bunch.

GLOBETROTTING SCHOLAR CREATURE 13

MEDIUM HUMAN HUMANOID

Perception +26

Languages Common, up to 5 additional languages

Skills Acrobatics +24, Athletics +27, Crafting +22, Nature +27, Stealth +24, Survival +27

Str +3, **Dex** +4, **Con** +3, **Int** +3, **Wis** +1, **Cha** +3

Items climbing kit, *+1 striking frost dagger*, *+1 striking flintlock pistol* (page 50), *+1 resilient leather armor*, notebook filled with sketches of wild animals and ancient ruins, writing kit

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AC 33; **Fort** +23, **Ref** +26, **Will** +20

HP 235

Speed 25 feet

Melee ◆ *frost dagger* +25 (agile, finesse, magical, versatile S), **Damage** 2d4+11 piercing plus 1d6 cold

Melee ◆ fist +24 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

Ranged ◆ *flintlock pistol* +25 (concussive, fatal d8, magical, range increment 40 feet, reload 1), **Damage** 2d4+8 piercing plus 1d6 electricity

Arcane Prepared Spells DC 30, attack +22; **7th** *disintegrate, project image*; **6th** *mislead, thunderstrike;* **5th** *sure strike;* **Cantrips (7th)** *detect magic, figment, gouging claw, ignition, tangle vine*

Following Spell ◆ (arcane) **Frequency** once per round; **Requirement** The globetrotting scholar's last action was a successful Strike; **Effect** The globetrotting scholar immediately casts *gouging claw*, *ignition*, or *tangle vine* at the target of the Strike.

Magnificent...! ◆ (auditory, linguistic, visual) The globetrotting scholar enthusiastically describes certain features of whatever dread horror they are currently facing, pointing out the weaknesses of a creature within 30 feet. The globetrotting scholar and all allies that can hear or see them gain a +1 status bonus to attack and damage rolls against that creature until the beginning of the globetrotting scholar's next turn. The scholar deals an extra 3d6 precision damage with their weapon and unarmed Strikes that hit that creature during the same duration.

Eldritch Emeritus

To outsiders, the eldritch emeritus looks something like a joke—a befuddled old scholar, their mind so stuffed with obscure theorems and abstract metaphysics that concerns about mere daily reality fade away. Those who know them, however, know that the eldritch emeritus wrote more treatises of spells than most wizards have had hot dinners, and if sufficiently annoyed, is entirely capable of providing a brief, thorough, and fatal demonstration.

ELDRITCH EMERITUS CREATURE 17

MEDIUM HUMAN HUMANOID

Perception +32

Languages Common, Draconic, up to 6 additional languages

Skills Academia Lore +30, Arcana +36, Intimidate +30, Nature +33, Occultism +33, Religion +33

Str +4, **Dex** +4, **Con** +4, **Int** +8, **Wis** +1, **Cha** –1

Items somewhat disheveled *accolade robe*, spellbook, *+2 greater striking major staff of fire*

AC 39; **Fort** +27, **Ref** +27, **Will** +32

HP 290; **Resistances** acid 10, cold 10, electricity 10, fire 10, force 10, sonic 10, vitality 10, void 10

Counterspell ⤾ **Trigger** A creature casts a spell the eldritch emeritus has prepared. **Effect** The emeritus expends a prepared spell to counter the triggering creature's casting of that same spell. The emeritus loses their spell slot as if they had cast the triggering spell. The emeritus then attempts to counteract the triggering spell.

Third Contingent Sequencer ⤾ **Frequency** once per day; **Trigger** A creature attacks or uses a spell or ability that would affect the eldritch emeritus; **Effect** A masterpiece of complex spellwork instantly takes shape, casting *fire shield*, *mislead*, and *mountain resilience* on the eldritch emeritus, each as an 8th-rank arcane spell.

Speed 25 feet, teleport 50 feet

Melee ◆ *staff* +31 (magical, two-hand d8); **Damage** 3d4+14 bludgeoning

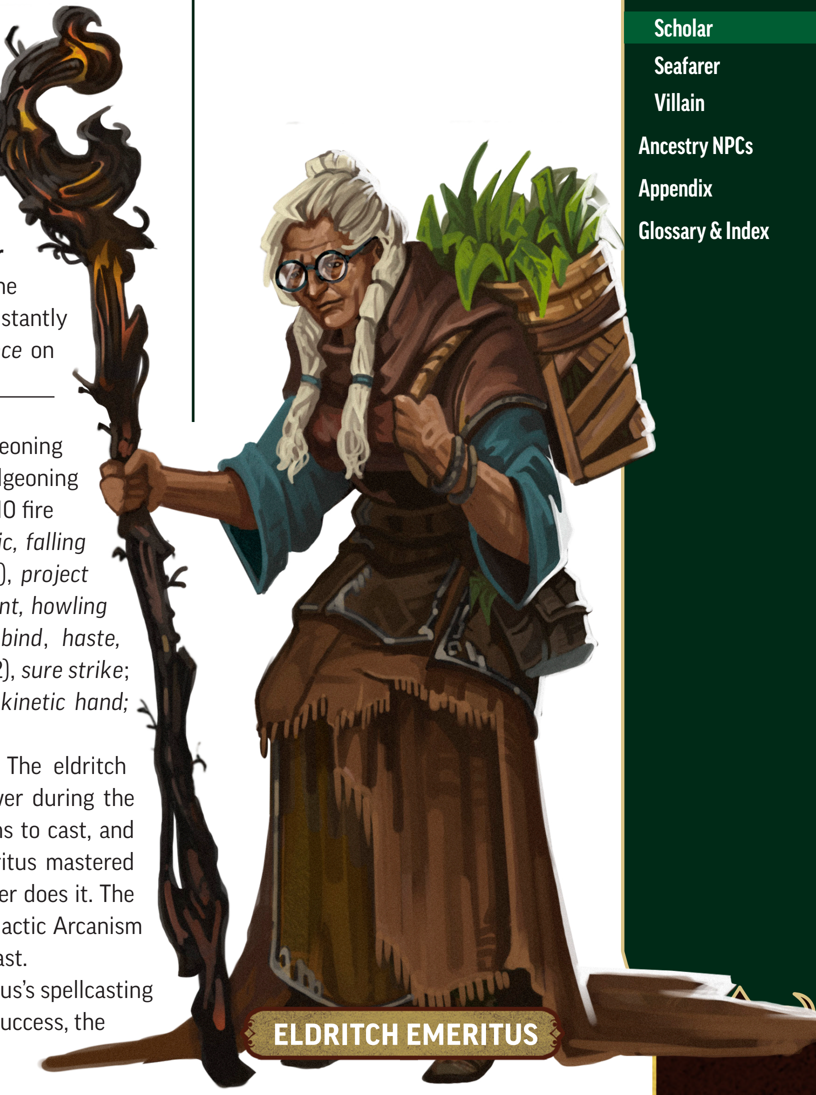
Melee ◆ fist +30 (agile, nonlethal, unarmed), **Damage** 1d4+14 bludgeoning

Ranged ◆ arcane beam +31 (arcane, fire, magical), **Damage** 6d6+10 fire

Arcane Prepared Spells DC 38, attack +30; **9th** *detonate magic, falling star*; **8th** *earthquake, quandary* (×2); **7th** *chain lightning* (×2), *project image*; **6th** *disintegrate, teleport, wall of force;* **5th** *banishment, howling blizzard, slither*; **4th** *creation, dispel magic, fly;* **3rd** *earthbind*, *haste, locate*; **2nd** *gecko grip, translate, water walk;* **1st** *fleet step* (x2), *sure strike*; **Cantrips (9th)** *detect magic, light, prestidigitation, sigil, telekinetic hand;* **Constant (9th)** *energy aegis*

Didactic Arcanism ◆ to ◆◆◆ (arcane, magical) **Requirement** The eldritch emeritus has seen a creature Cast a Spell of 7th rank or lower during the previous round, that spell takes between one and three actions to cast, and that spell is on the arcane spell list; **Effect** The eldritch emeritus mastered that spell 30 years ago, and is happy to show how a real master does it. The emeritus Casts the same Spell but heightened to 8th rank. Didactic Arcanism uses the same number of actions as the original spell took to cast.

Steady Spellcasting If a reaction would disrupt the eldritch emeritus's spellcasting action, the eldritch emeritus attempts a DC 15 flat check. On a success, the action isn't disrupted.



ELDRITCH EMERITUS

UNIVERSITY UNIFORM

Most universities in the Inner Sea have robes as either their official or ceremonial uniform, usually with a mixture of stoles, cowls, and sashes stolen with varying degrees of subtlety from local religious traditions. Less commonly, one sees staves, capes, or amulets, but occasionally truly odd things appear. Graduates of the Chirographica in Ular Kel receive a silver spear, while the College of Mysteries in Absalom grants supernatural tattoos to its star pupils.

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Dealing in Forbidden Books

It shouldn't be surprising that there is demand across the Inner Sea for rare, forbidden, and illegal books. To the right buyer, a copy of such a tome could be worth a king's ransom. Those who have little morals in acquiring illicit books make the perfect business partners with those with no scruples when it comes to securing funds. Below are just a few titles that are banned across several countries, with the sale of any one possibly setting off a chain of vents that leads to adventure.

FORBIDDEN BOOKS

1d12	Title	Description	Number of Banning Countries
1	*The King in Yellow*	A strange and otherworldly play, any attempt to read it, let alone perform it, ends in grotesque disaster. Copies have become more common in recent years, following the Thrushmoor Incident.	28
2	*The Book of Joy*	The sacred holy book of the Calistrian church, this work is emphatically not suitable for children.	3
3	*The Collected First Songs*	This work of musical history records the songs that goblins sing of the creation of their people. Frequently banned by music lovers.	6
4	*Poison in the Water*	This travelogue of Daggermark includes numerous recipes for poisons.	7
5	*Abrogail's Pillowbook*	Purportedly the personal diary of Her Infernal Majestrix, this book is banned in most of the Inner Sea for being incredibly ribald and in Cheliax for insisting that succubi are devils instead of demons.	16
6	*A Thread of Silver*	An early Technic League survey of the Silver Mount in Numeria, the original was stolen and reprinted in various places around the Inner Sea. The Technic League made a point of assassinating anyone who owned a copy, prompting several governments to ban it preemptively.	14
7	*Aleh Almaktoum*	More commonly known by its modern name, *The Book of the Dead*, this is the definitive Osirion treatise on necromancy.	11
8	*On Government*	Darl Jubannich's seminal work criticizing the House of Thrune and laying out the principles of a democratic form of government helped trigger both Galt's Red Revolution and the People's Revolt of Andoran.	6
9	*The River's Banks*	A beloved and heartwarming account of the friendship between a human boy and a halfling girl. Moral considerations led to the ban in Cheliax.	1
10	*Secrets of the Dreaming Dark*	Written in Aklo and dating to the early Age of Darkness, copies of this work periodically surface in Nidal.	19
11	*Marifeldius Quince's Guide to Arcane Cooking*	Banned following an incident where a souffle went on a reign of terror through downtown Almas, Andoran.	8
12	*Cities Between Empires*	Venture-Captain Johann of Ribe's account of the Tekritanin League was banned in Kelesh for, supposedly containing secret anti-government messages.	1

The Politics of Magical Universities

From such humble beginnings of scholars banding together for mutual aid and support, the modern university took shape. Initially just one civic institution among many, universities swiftly grew in power and stature—a successful university could soon become a place of national and even regional importance. The result is that in most of the Inner Sea, universities are power centers that must be dealt with carefully by the local authorities.

The problems in such places fall far outside a normal constabulary's areas of expertise. Often, this is where adventurers might be called in to deal with the peculiar challenges. Taking on such quests can earn adventurers access to exclusive libraries, wise professors, or good old coin.

1d12	Issue
1	The familiars are unionizing.
2	After a divination uncovered the sheriff's most embarrassing secrets, that sheriff is threatening to bring the hammer down on anyone who's ever so much as looked at the bottom of a teacup.

3	The sky has turned a fetching shade of green, and the local farmers are very upset.
4	Students from the Department of Summoning got drunk last night, and now there's a very small extraplanar portal in the middle of the local inn.
5	A professor's favorite construct has gone for an unscheduled walk in town. Someone needs to go and collect it before it gets hurt or hurts someone.
6	The mayor is talking to the dean and saying all sorts of bad words, such as "unpaid taxes" and "property damages."
7	Due to a magical mishap, the neighboring farms' most recent crops are now ambulatory and carnivorous.
8	A student has been caught gambling in town with illusory money.
9	The local high priest is here complaining about blasphemous occult rites, and someone needs to hide the summoning circles before they go poking around.
10	A royal official is insisting that the university fulfill certain long-established obligations, and the faculty are looking for the least senior people they can foist said obligations on to.
11	The Department of Void Studies is asking for a grant. The university didn't have a Department of Void Studies yesterday.
12	The library books are unionizing.

Specialized Fields of Study

Obsessive researchers (page 138) specialize in a very narrow category of knowledge. While what they know is often of very little practical use, their interest might see them uncovering lore better left secret. To create an esoteric field of study, roll 2d10 and consult the table below. For instance, if you rolled a 3 and a 7, you've created the study of the elemental associations of subterranean fungi.

1d10	Detail	Subject
1	Anatomy or structure	Deep-sea invertebrates
2	Complex aura translations	Forgotten demon lords
3	Elemental associations	High-altitude conifers
4	Etymological or taxonomical organization	Magic wand materials
5	Natural habitats or locations	Netherworld insects
6	Non-verbal communication	Spirits of air and cloud
7	Olfactory reception	Subterranean fungi
8	Representation in folklore	Volcanic sediment
9	Socio-political influence	Abandoned deities
10	Prevalent misconceptions	Alchemical formulas

Weapons and Magic

Prestigious universities teach that the only weapon a caster will ever need is their magic. This is all well and good when slinging spells behind the safety of tall walls and beside a faculty of other wondrously powerful wielders of magic. However, those who spend their time traveling to mysterious places and delving into deep tombs will all agree that it is better to have a weapon and not need it than to need a weapon and not have it. While this can be as simple as a mundane dagger, many go through the extra effort to make their weapons as magical as they are. Such adventures often urge schools to enforce regular physical and martial training for students in the event they run out of other options. While some schools allow such classes in the curriculum, they are very rarely enforced or even encouraged for a standard curriculum.

Spellbook Vanity

While many wizards still choose to keep to the tradition of dusty old leather tomes of spells, this is beginning to become a practice of the past. It is difficult to pinpoint exactly when the shift began, but it seems with each generation, their spellbooks seem to become more "needlessly ornamental," as the older generation would put it. At most, a center emblem and some trim were considered acceptable, but now books seem to have all sorts of enchantments and illusions dripping off of them. Some schools see these books as an unnecessary distraction and have banned the embellishment of spellbooks. Others understand the spellbook is an extension of the wizard.

1d12	Spellbook Vanity
1	The cover changes color with the mood of the person holding it.
2	The book subtly, wordlessly encourages those near it to open it and cast its spells.
3	The spine of the book is covered in eyeballs that never seem to blink.
4	A short series of chimes ring whenever the book is opened.
5	The front and back of this book are covered in stickers that subtly change based on the recent experiences of the wielder.
6	This spellbook appears rather small and light, but as you turn the pages, they seem to just keep going despite the book's appearance.
7	The cover of this book is full of text that seems important, but whenever you try to focus on any one spot on the cover, it appears blurry in only that spot.
8	The letters on the cover constantly move around the cover like fish.
9	The book sparkles, and a small rainbow appears whenever the book is opened.
10	When opened, the book ignites in a harmless flame that can only be seen in the light. The flame remains until the book is closed.
11	The book opens from its spine instead of the normal way.
12	When shaken, the book sounds like it is full of keys or other small metal parts.

SEAFARER

Adventurers may need passage on a swift vessel, or they might face danger from raiders at sea or in coastal settlements.

Rigger

A knack for knots and no fear of heights are the prime qualifications of these high-flying rope wranglers and lookouts.

RIGGER — CREATURE 1

MEDIUM **HUMAN** **HUMANOID**

Perception +10

Languages Common

Skills Acrobatics +6, Athletics +7 (+10 to Climb), Sailing Lore +6

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +0

Items dagger (2), rope (50 feet)

AC 15; **Fort** +7, **Ref** +10, **Will** +5

HP 20

Speed 30 feet

Melee ◆ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Melee ◆ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ◆ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

Death from Above The rigger deals an additional 1d4 precision damage to any creature at a lower elevation than themself.

Practiced Climber The rigger requires only one hand free to Climb and is not off-guard when Climbing.

Rope Tension Spring ◆◆ (manipulate, move) **Requirements** The rigger is adjacent to a vertical rope on board a ship and is wielding a dagger; **Effect** The rigger loops the rope around one arm and severs the rope with their dagger. Counterweight and tension pull the rigger 20 feet straight up.

Navigator

A navigator uses celestial bodies and shipping lanes to determine routes.

NAVIGATOR — CREATURE 2

MEDIUM **HUMAN** **HUMANOID**

Perception +9

Languages Common

Skills Acrobatics +6, Nature +11, Sailing Lore +14, Society +8, Survival +9

Str +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +3, **Cha** +0

Items dagger, scroll case with ship's charts, writing set

Chart a Course (concentrate) By spending 10 minutes of work and succeeding at a DC 22 Sailing Lore check, the navigator plots an optimal course. The severity of environmental conditions during the journey is reduced by one step for 24 hours (two steps on a critical success). This changes moderate damage to minor damage, winds that create greater difficult terrain cause only difficult terrain, and so on.

Sailing Specialist For encounters involving navigation or sailing, the navigator is a 4th-level challenge.

AC 17; **Fort** +7, **Ref** +8, **Will** +9

HP 30

Speed 25 feet

Melee ◆ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus navigator's edge

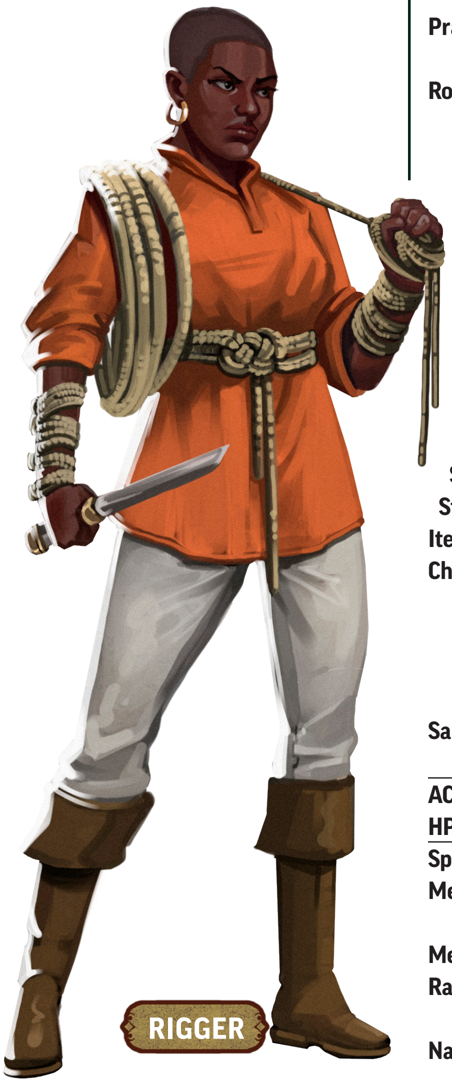
Melee ◆ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing plus navigator's edge

Navigator's Edge The navigator's Strikes deal an additional 1d6 damage when on a ship.

SEA MAPS

A ship's map is a matter of great pride and value. Every ship develops maps as it sails and discovers routes and locations. While larger navies may share their findings among each other, independent vessels treasure the secrets of their map above all. For this reason, sea maps often do not have labels and are coded with unique symbols, so their secrets, which are worth more than gold, can't be easily discovered.



Pirate

These scourges are a threat to anyone who spends time away from land.

PIRATE CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Acrobatics +7, Athletics +8, Deception +6, Intimidation +6, Sailing Lore +8

Str +2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** + 2

Items cutlass (functions as a scimitar), dagger, padded armor

AC 17; **Fort** +7, **Ref** +8, **Will** +6

HP 32

Bravery When the pirate rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.

Reactive Strike ⤾ (page 231)

Speed 25 feet

Melee ◆ cutlass +10 (forceful, sweep), **Damage** 1d6+5 slashing

Melee ◆ dagger +11 (agile, finesse, versatile S), **Damage** 1d4+5 piercing

Melee ◆ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Boarding Action ◆◆ The pirate swings on a rope or Strides, moving up to double their Speed. If the pirate boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.

Bosun

A ship's boatswain, or bosun, leads the deckhands who maintain the ship.

BOSUN CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Acrobatics +9, Athletics +9, Intimidation +9, Sailing Lore +11

Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2

Items dagger, naval pike (functions as a spear)

AC 18; **Fort** +6, **Ref** +11, **Will** +8

HP 45

Speed 25 feet

Melee ◆ dagger +13 (agile, finesse, versatile S), **Damage** 1d4+5 piercing

Melee ◆ fist +13 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Melee ◆ naval pike +11, **Damage** 1d6+5 piercing

Ranged ◆ naval pike +13 (thrown 20 feet), **Damage** 1d6+5 piercing

Bosun's Command ◆ (auditory, concentrate, emotion, linguistic, mental) **Frequency** once per round; **Effect** The bosun orders an ally to attack or to get in position. Until the end of the ally's next turn, they gain the bosun's choice of a +2 status bonus to attack rolls or a +10-foot status bonus to their Speeds.

Pike and Strike ◆◆ The bosun makes a melee Strike with their naval pike. If this Strike hits, the bosun can either move the target 5 feet within the pike's reach or make a fist Strike against the target without increasing their multiple attack penalty until after the fist Strike.

Diver

Divers can often make large amounts of money by diving for treasures and selling them at a markup to tourists and antiquities dealers.

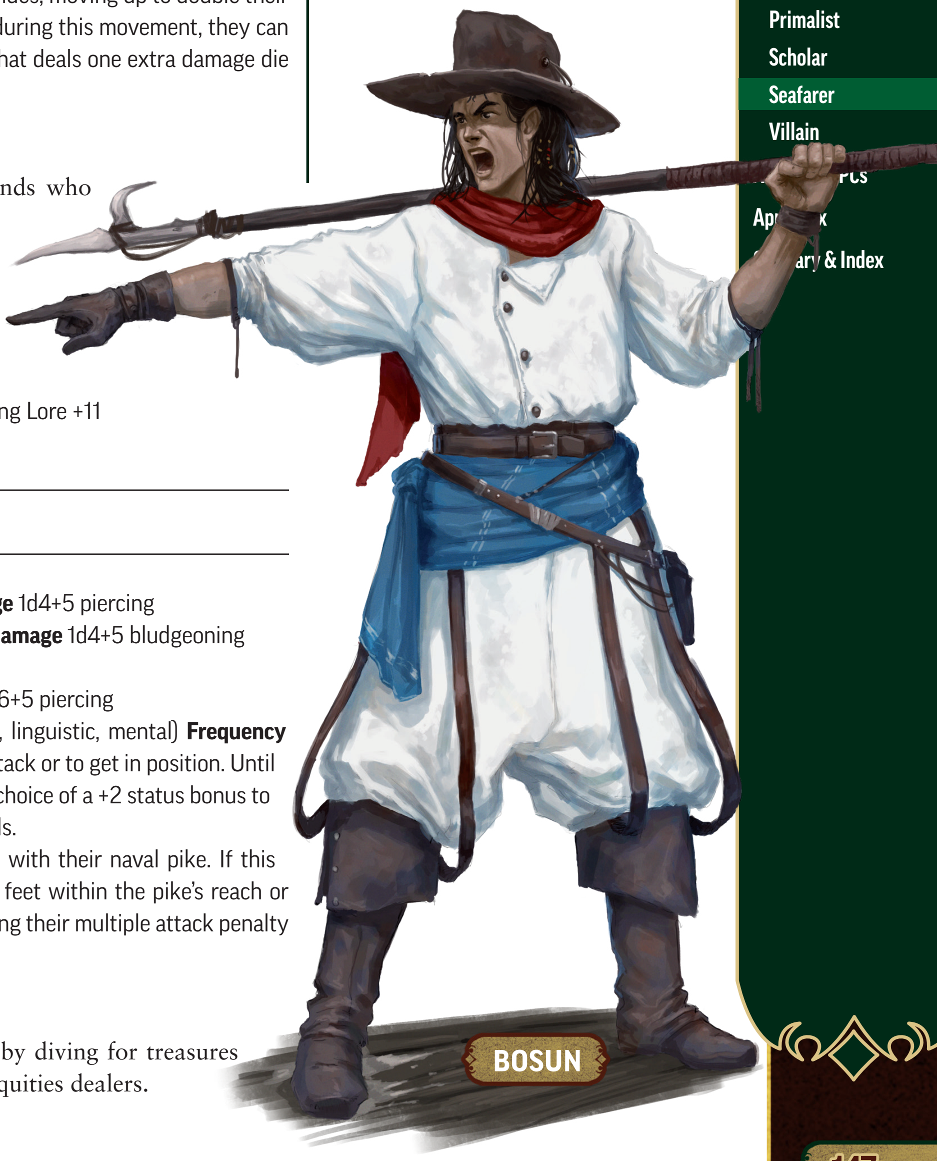
SHIPBOARD SPELLS

A bosun with magical training can exchange Pike and Strike for the following spells.

Primal Prepared Spells DC 18, attack +10; **1st** *ant haul*, *gentle landing*, *hydraulic push*; **Cantrips (1st)** *electric arc*, *guidance*, *know the way*, *light*, *sigil*

The ship captain can gain the following spells in place of Dual Disarm.

Primal Prepared Spells DC 24, attack +16; **2nd** *summon elemental*, *water breathing*, *water walk*; **1st** *gentle landing*, *gust of wind* (×2); **Cantrips (2nd)** *electric arc*, *guidance*, *know the way*, *light*, *sigil*



BOSUN

THE BENDS

Deep-depths divers have a special danger they must prepare against when going about their daily business: air in the blood. Colloquially known as the bends, diving disease occurs when a diver rises too quickly, whether out of inexperience or fear. Many divers have had to choose between facing down a terrifying predator or moving too quickly and becoming victims of this painful disease.

DIVER CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common, Thalassic

Skills Acrobatics +10, Athletics +10, Nature +9, Ocean Lore +11, Thievery +9

Str +3, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0

Items trident

Adjusted Eyes Divers are used to the murky conditions underwater and train for them. If the diver spends 1 hour preparing for their dive, they have low-light vision while underwater.

Diving Specialist For encounters involving underwater exploration, the diver is a 10th-level challenge.

Skilled Diver The diver gains a +12 circumstance bonus to any skill check involved in underwater exploration activities and is considered a master in the skill for such checks. This bonus also applies to any initiative roll while the driver is underwater.

Strong Lungs The diver can hold their breath for up to 5 minutes (50 rounds).

Underwater Fighter The diver isn't off-guard underwater and doesn't take penalties for using a bludgeoning or slashing melee weapon in water.

AC 17; **Fort** +9, **Ref** +12, **Will** +6

HP 50

Underwater Awareness ⤾ **Trigger** An enemy Strikes the diver while they're underwater; **Effect** The diver senses the movement of their enemy in the water and jerks back in time. They gain a +2 circumstance bonus to their AC against the triggering attack.

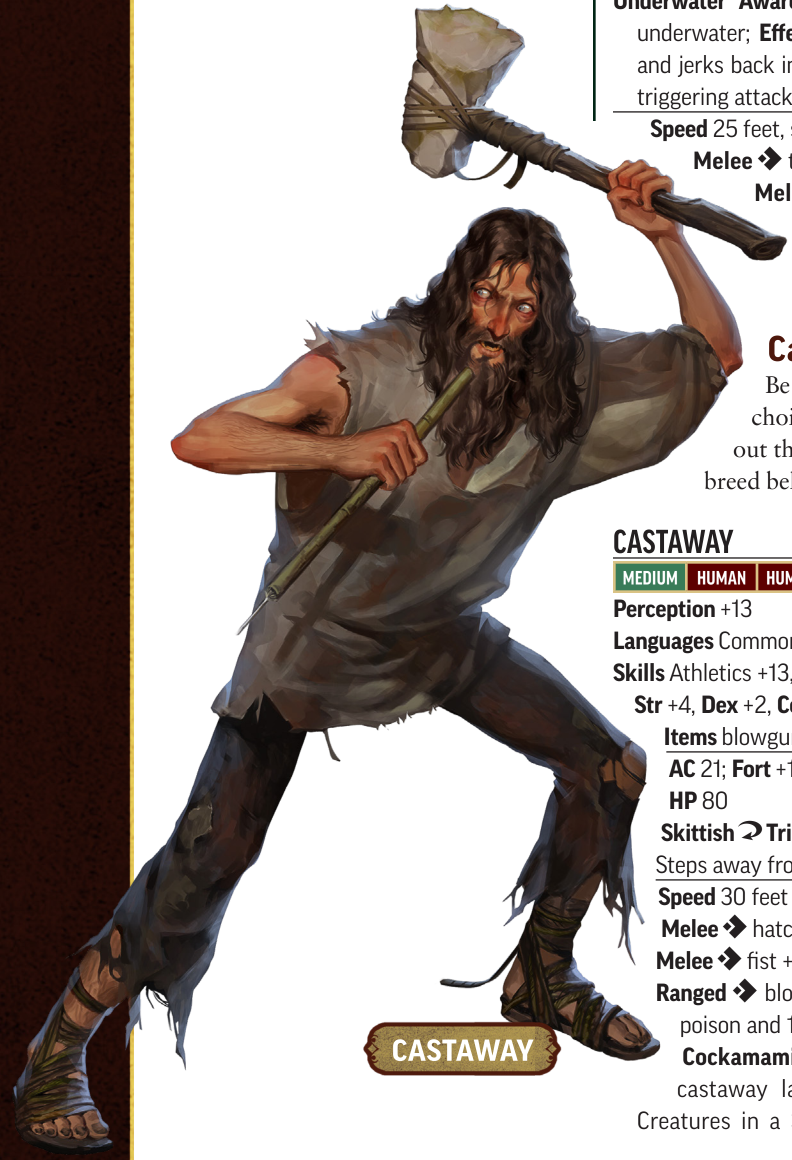
Speed 25 feet, swim 30 feet

Melee ◆ trident +12, **Damage** 1d8+5 piercing

Melee ◆ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ◆ trident +12 (thrown 20 feet), **Damage** 1d8+5 piercing

Dive ◆ The diver moves up to twice their swim Speed downward.


CASTAWAY

Castaway

Be it the result of shipwreck, forcible marooning, or personal choice, surviving alone on an island long enough tends to weed out the weak of body and mind. Lack of social interaction tends to breed belligerence towards outsiders, but hostilities are not a certainty.

CASTAWAY CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Athletics +13, Crafting +12, Nature +11, Survival +15, Stealth +11

Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +4, **Cha** –1

Items blowgun (10 blowgun darts), hatchet

AC 21; **Fort** +14, **Ref** +13, **Will** +11

HP 80

Skittish ⤾ **Trigger** The castaway takes damage from a Strike; **Effect** The castaway Steps away from the source of the Strike.

Speed 30 feet

Melee ◆ hatchet +15 (agile, sweep), **Damage** 1d6+7 slashing

Melee ◆ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ◆ blowgun +15 (agile, nonlethal, reload 1), **Damage** 1 piercing plus 2d6 poison and 1d6 persistent poison

Cockamamie Rant ◆◆ (auditory, concentrate, linguistic, mental) The castaway launches into a nonsensical verbal stream of consciousness. Creatures in a 30-foot emanation must succeed at a DC 19 Will save or be confused for 1 round. Once a creature has succeeded at a save against the castaway's Cockamamie Rant, they are immune to its effects for 24 hours.

Snare Master ◆◆◆ (manipulate, trap) **Frequency** five times per day; **Effect** By scrounging local materials, the castaway constructs a simple but effective deadfall without expending resources. Treat this as a snare with a DC 19 Perception check to spot, and a DC 23 Thievery check to disable. It occupies a single 5-foot square and lasts 24 hours before falling apart. The first creature that enters the space takes 6d6 bludgeoning damage (DC 22 basic Reflex save).

Sneak Attack The castaway deals 1d6 extra precision damage to off-guard creatures.

Subaquatic Marauder

A new breed of pirate, these raiders strike at unsuspecting ships from beneath the cover of the waves. The bulky, reinforced diving suits they wear also serve as armor and clockwork mechanisms augment their strength.

SUBAQUATIC MARAUDER — CREATURE 5

UNCOMMON **MEDIUM** **HUMAN** **HUMANOID**

Perception +12

Languages Common

Skills Athletics +13, Crafting +13, Ocean Lore +12

Str +4, **Dex** +2, **Con** +4, **Int** +2, **Wis** +1, **Cha** +0

Items chain (30 feet), diving suit (functions as half plate), gauntlet, javelin

Sealed Diving Suit The marauder's diving suit is a technological marvel. When sealed, it provides 1 hour of fresh air and protects the wearer from exposure to inhaled threats. Personalized modifications and a need for constant tinkering mean that other creatures are unable to take advantage of the special abilities of the diving suit and treat it as an ordinary suit of half plate.

AC 23; **Fort** +15, **Ref** +7, **Will** +12

HP 60; **Immunities** gases and other inhaled effects

Speed 20 feet, swim 20 feet

Melee ◆ gauntlet +15 (agile, free-hand), **Damage** 1d4+8 bludgeoning

Ranged ◆ javelin +15 (range 30 feet, tethered), **Damage** 1d6+8 piercing

Depth Charge ◆◆ (air, manipulate, sonic) The marauder pulls a release valve on their suit, expelling a pressure wave that deals 3d6 sonic and 3d6 bludgeoning damage (DC 22 basic Fortitude save) to all creatures in a 10-foot emanation. Creatures that fail the save take a –2 circumstance penalty to Acrobatics checks to Balance and Athletics checks to Swim for 1 minute as their inner ear is impaired. Creatures that critically fail the save are also deafened for 1 minute. The marauder can't use Depth Charge again for 1d4 rounds.

Retract ◆ **Requirements** The marauder's last action was a successful javelin strike; **Effect** The marauder reels in a chain connected to the javelin, pulling the target up to 10 feet closer. They then Interact to return the javelin to their hand.

Ship Captain

The captain is the ultimate authority on a vessel, responsible for the livelihood and well-being of everyone on the ship.

SHIP CAPTAIN — CREATURE 6

MEDIUM **HUMAN** **HUMANOID**

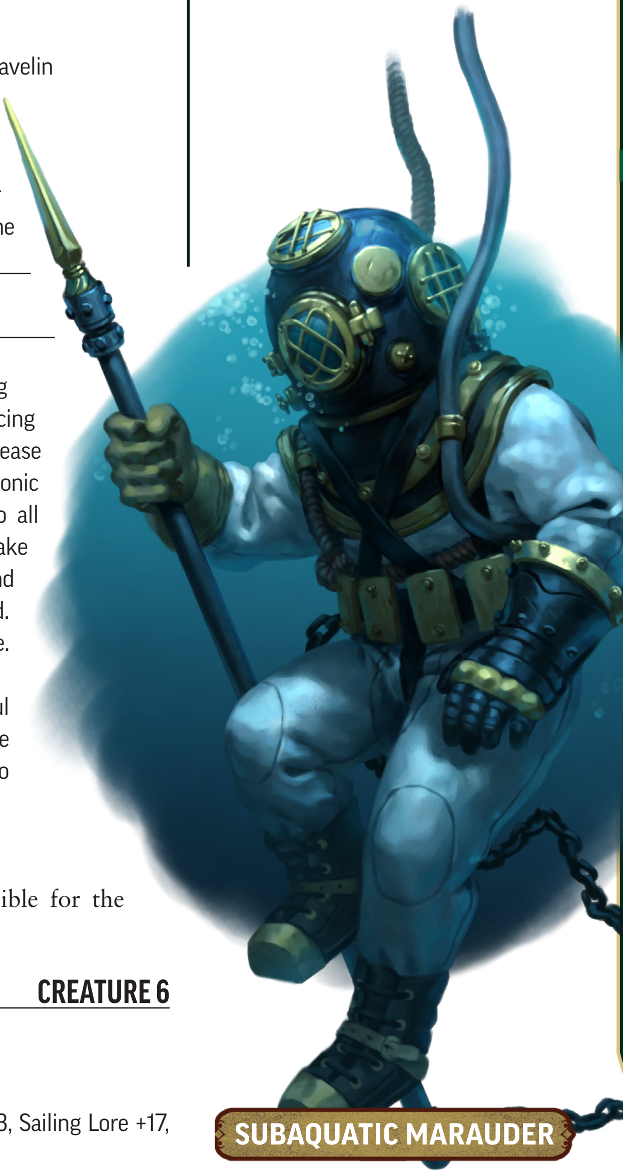
Perception +12

Languages Common

Skills Acrobatics +10, Athletics +12, Diplomacy +11, Intimidation +13, Sailing Lore +17, Survival +10

RELIGION

Faith for those who sail the waves is frequently a matter of appeasement rather than piety. Sailors will commonly pray to Gozreh and Hei Feng for favorable weather; to Besmara in the hopes of avoiding pirates and sea monsters; and to Desna and Sarenrae for aid in navigation. Navies with strong national religions turn a blind eye to this behavior. Rahadoumi vessels are an exception and prohibit such worship. Foreigners among their crews must be secretive in their devotions.



SUBAQUATIC MARAUDER

Str +4, **Dex** +2, **Con** +0, **Int** +1, **Wis** +2, **Cha** +3

Items dagger, hand crossbow (10 bolts), leather armor, main-gauche, *+1 rapier*

AC 23; **Fort** +12, **Ref** +12, **Will** +14

HP 90

Bravery When the ship captain rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.

Speed 25 feet

Melee ◆ *rapier* +17 (deadly d8, disarm, magical), **Damage** 1d6+10 piercing

Melee ◆ main-gauche +16 (agile, disarm, parry, versatile S), **Damage** 1d4+10 piercing

Melee ◆ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

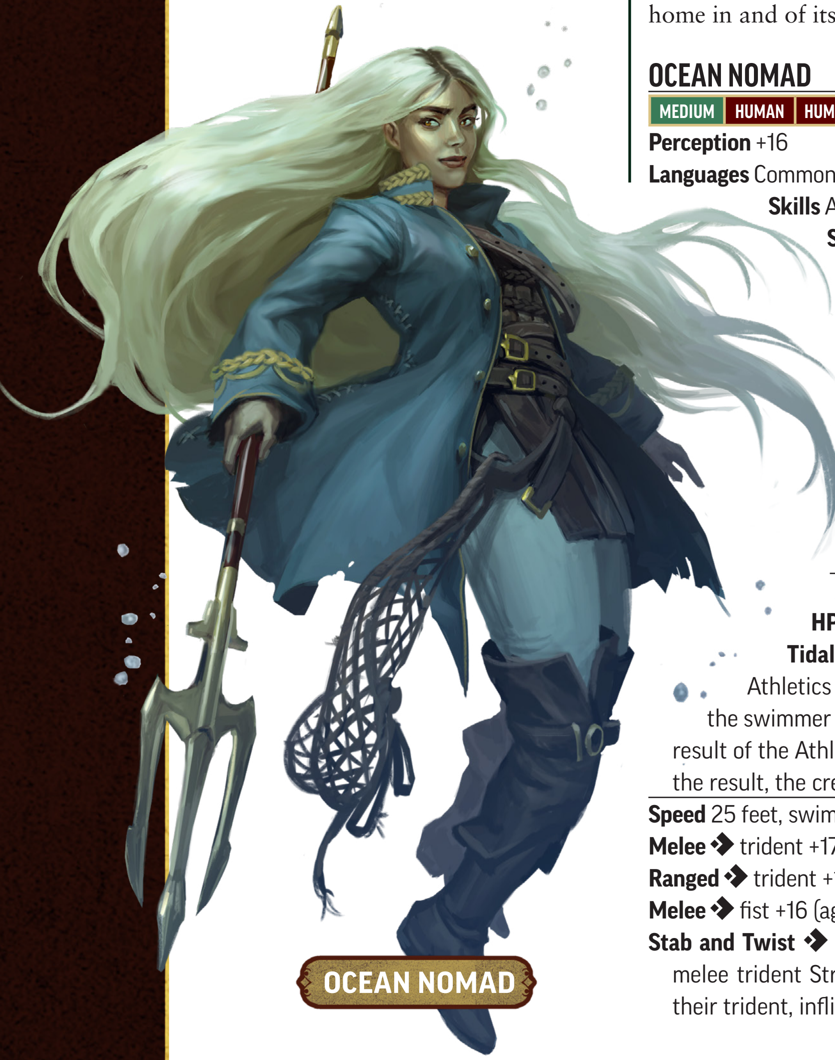
Ranged ◆ hand crossbow +14 (range increment 60 feet, reload 1), **Damage** 1d6+6 piercing

Dual Disarm ◆◆ The captain makes two Strikes, one with their rapier and one with their main-gauche (in either order). If both Strikes hit, the ship captain can attempt to Disarm the target. Their multiple attack penalty increases only after all the attacks are made.

No Quarter! ◆ (auditory, concentrate, emotion, linguistic, mental) The captain orders their shipmates to fight without mercy. All allied creatures of equal or lower level within 20 feet of the ship captain gain a +1 status bonus to attack rolls and damage rolls until the end of the ship captain's next turn.

Ocean Nomad

For some, the ocean is not merely a means of getting from port to port, but a home in and of itself.



OCEAN NOMAD

OCEAN NOMAD — CREATURE 6

MEDIUM | HUMAN | HUMANOID

Perception +16

Languages Common, Thalassic

Skills Athletics +15, Nature +10, Sailing Lore +18, Survival +13

Str +4, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** +0

Items leather armor, net, *+1 trident*

Master Sailor Any watercraft the ocean nomad pilots gains a +10-foot circumstance bonus to its Speed and reduces the minimum distance it must move to turn by half. An ocean nomad ignores difficult terrain or uneven ground from a ship's motion.

Practiced Swimmer When the ocean nomad rolls a success on an Athletics check to Swim, they get a critical success instead.

Strong Lungs The ocean nomad can hold their breath for up to 10 minutes (100 rounds).

AC 24; **Fort** +14, **Ref** +17, **Will** +11

HP 100

Tidal Pressure ⤾ (water) **Trigger** An adjacent creature attempts an Athletics check to Swim; **Effect** The ocean nomad chooses to either prop the swimmer up or yanks them down into the depths. Increase or decrease the result of the Athletics check by one step. If the ocean nomad chooses to decrease the result, the creature can attempt a DC 24 Fortitude save to negate the effect.

Speed 25 feet, swim 25 feet

Melee ◆ trident +17, **Damage** 1d8+10 piercing

Ranged ◆ trident +17 (thrown 20 feet), **Damage** 1d8+10 piercing

Melee ◆ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Stab and Twist ◆ **Requirements** The ocean nomad's last action was a successful melee trident Strike; **Effect** The ocean nomad wrenches out the barbed tines of their trident, inflicting 1d6 persistent bleed to the target.

CONSCRIPTION

While slavery is outlawed across Golarion, the practice of plying sailors into service with copious amounts of alcohol and ambiguous promises remains a timeless tradition. Old salts sometimes say, "Take the sail, and that's what you'll get." This originally referred to the standard gold piece of Korvosa that featured a ship imprint. Once a sailor accepted any coin from a recruiter, it was fair game for them to be conscripted.

The Laws of the Sea

Sailors of every ilk have amassed their own set of social conventions. While there are as many variants and opinions on the finer points as there are fish in the seas, superstition claims that outright flaunting the Laws of the Sea will bring bad fortune. Some of the more commonly accepted points are as follows.

- A rope to the drowning, no matter their flag.
- Don't break a parley till the mast is out of sight.
- Once quarter is offered, quarter is kept.
- No fighting betwixt shipmates while at sea.
- The sawbones eats first.
- The cook eats last.
- The corpse of a vessel is owned by no lord.
- Fouling the fresh water earns a hanging, no matter the offender's station.
- No flying of false flags.
- A limb lost in duty earns the maimed a pension at next port.
- The captain shall be the last to abandon ship.
- All aboard are to be counted among the shares of spoils.
- No chum over the board except as the captain decrees.
- What's fed to the sea is the deep's to keep.

Shipboard Animals

Since the dawn of sails on Golarion, mariners have brought animals on their adventures into the blue unknown. Most every beast known to civilization has at some point been transported over the waters by sailing vessel, many as cargo, some as verminous stowaways. But nearly every ship carries critters of more practical use.

Companionship: Dogs, cats, lizards, parrots, small songbirds, small primates, and even capybaras.

Good Luck: Crows and tortoises.

Provisions: Hens (eggs and meat), goats (milk and meat), and swine (meat).

Pest Control: Cats, hawks, and other raptors.

Unwanted: Rats and insects; they truly become a problem when they grow to monstrous size.

Nautical Superstitions

When a ship's fate can be decided by a sudden stilling of winds or an unexpected violent storm, sailors tend to develop superstitions to help them successfully complete a voyage. Many of these superstitions vary from region to region, but some of the more common ones are found below.

- Never use phrases like "good luck," "drowned," or "goodbye."
- No whistling onboard.
- Never kill certain creatures, such as albatrosses or dolphins.
- Never change the name of a vessel without protective rites.
- Never set sail on certain days of the week.
- Tengu absorb bad luck into themselves to create good luck.
- An omen thrice shown must be heeded.

Ship Names

To generate a random two-word ship name, roll a d20 two times and consult the chart below.

d20	First Word	Second Word
1	Blue	Angel
2	Boundless	Beauty
3	Dancing	Devil
4	Dread	Ghost
5	Free	Gull
6	Golden	Horizon
7	Hearty	Hunter
8	Intrepid	Kraken
9	Last	Mermaid
10	Nameless	Messenger
11	New	Moon
12	Night	Omen
13	Old	Pearl
14	Regal	Promise
15	Salty	Saber
16	Silver	Shark
17	Storm	Song
18	Swift	Trader
19	Wild	Whisper
20	Young	Wolf

Aquatic Ancestry Adjustments

You can use these adjustments to quickly turn human NPCs into notable sea-dwelling ancestries.

Athamaru Adjustments

The deep sea is home to the fishlike athamarus, who tend to be skilled hunters.

- Replace the human trait with the athamaru trait and add the amphibious trait.
- Add the Thalassic language.
- Add a swim Speed of 25 feet.
- Add the following abilities.

  Low-Light Vision

Merfolk Adjustments

Merfolk have humanlike torsos, fish tails, and fins.

- Replace the human trait with the merfolk trait and add the amphibious trait.
- Add the Thalassic language.
- Change Speed to 5 feet with a 25-foot swim Speed. You can add a supramarine chair item to give the merfolk a land Speed equal to their swim Speed. Use the rules for a wheelchair (*Player Core* 293–294).
- Add the following abilities.

  Low-Light Vision

PERKS OF THE JOB

A toady who works for a powerful boss may be granted special abilities or gifts. For example, a high-level spellcaster might give them a *wand of sending*, or an assassin may give them a single dose of a deadly poison to use on a problematic enemy.

VILLAIN

Villains pursue selfish and cruel goals, trampling over anyone in their way.

Conspiracist

Conspiracists misinform and falsify facts to further their own causes. Though they pose little physical threat, conspiracists can have more powerful allies, such as a deluded mob (page 155) that respond to the conspiracist's signal.

CONSPIRACIST — CREATURE 0

MEDIUM | HUMAN | HUMANOID

Perception +8

Languages Common

Skills Conspiracy Lore +11, Deception +10, Occultism –1, Performance +10, Society +11

Str +0, **Dex** +2, **Con** +0, **Int** +3, **Wis** +0, **Cha** +4

Items signal whistle, writing set

Compulsive Liar The conspiracist can use Deception instead of Diplomacy to Make an Impression or Request. Any creature attempting a Perception check to Sense Motive against the conspiracist gets a result one degree of success worse than they rolled.

Social Specialist For encounters involving deception and social manipulation, the conspiracist is a 4th-level challenge.

AC 14; **Fort** +4, **Ref** +6, **Will** +10

HP 15

Evoke Pity ↺ (auditory, concentrate, emotion, linguistic, mental) **Trigger** An enemy reduces the conspiracist to below half their maximum HP; **Effect** The conspiracist begs their assailants to "see reason" and let them live. The conspiracist attempts a single Performance check against the Will DCs of all enemies in a 30-foot emanation. Any creature the attempt succeeds against takes a –2 circumstance penalty to damaging attacks without the nonlethal trait they make against the conspiracist for 10 minutes.

Speed 25 feet

Melee ◆ fist +4 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Sow Doubt ◆◆ (auditory, concentrate, emotion, linguistic, mental) The conspiracist argues that their enemies have been hoodwinked into attacking them by nefarious powers. The conspiracist attempts a single Deception check against the Will DCs of all enemies that can hear them.

Critical Success The enemy fully believes the conspiracist, becoming stupefied 2 for 1 minute. If the creature was already stupefied 2, they become controlled by the conspiracist until the end of the encounter.

Success The enemy has trouble disbelieving the conspiracist's logic, becoming stupefied 1 for 1 minute. If they're already stupefied 1, they become stupefied 2.

Failure The enemy is unconvinced, but a seed of doubt remains.

Critical Failure The enemy sees through the conspiracist's act, becoming immune to Sow Doubt for 24 hours.

Toady

These minions perform the thankless tasks that keep their master's vile machine running. Whether out of loyalty or fear, a toady serves their boss faithfully.

TOADY — CREATURE 0

MEDIUM | HUMAN | HUMANOID

Perception +3 (+9 to eavesdrop)

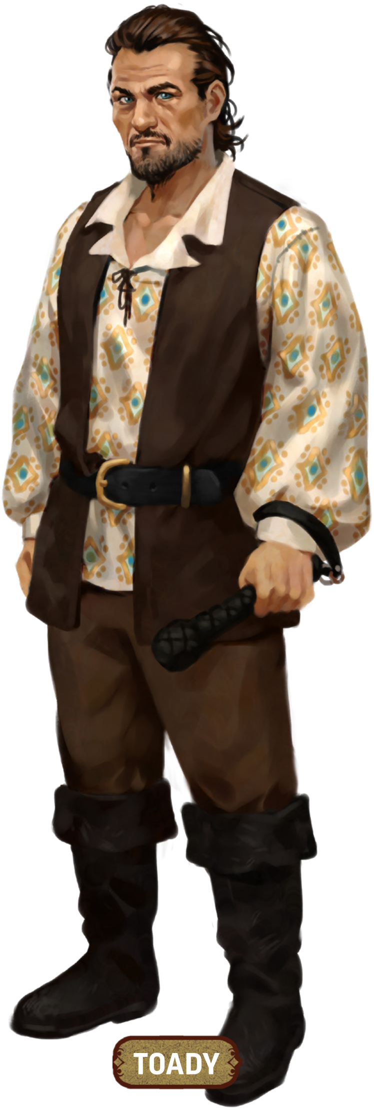
Languages Common, one additional language spoken by their boss

Skills Athletics +4, Deception +2, Stealth +6, Thievery +4

Str +2, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0

Items sap, supplies for the boss

Master Sends Their Regards A toady can deliver a message from their boss to Demoralize using their boss's Intimidation modifier instead of their own.



TOADY

AC 14; **Fort** +9, **Ref** +6, **Will** +3

HP 20; **Weaknesses** mental 2

Human Shield ↺ **Trigger** The toady's boss takes damage from an attack, and the toady is adjacent to them; **Effect** The toady takes the damage instead, along with any secondary effects of attack. This damage can't be reduced in any way.

Speed 25 feet

Melee ◆ sap +6 (agile, nonlethal), **Damage** 1d6+2 bludgeoning

Melee ◆ fist +6 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Scurry ◆ The toady Strides, then can Hide. They can attempt to Hide from creatures without cover or being concealed, but at a –2 circumstance penalty.

Throw Cargo ◆◆ A toady carries a heavy load of supplies at their boss's behest. They hurl a heavy item they're carrying, which explodes on impact to deal 1d10 bludgeoning damage to all creatures in a 5-foot burst with a DC 14 basic Reflex save.

Saboteur

Saboteurs excel at infiltration, using it to perform destructive acts.

SABOTEUR CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +8 (+10 to find traps)

Languages Common

Skills Acrobatics +7, Athletics +5, Crafting +6 (+8 to Craft snares), Deception +7, Diplomacy +5, Engineering Lore +8, Intimidation +5, Society +6, Stealth +9, Survival +6, Thievery +9, Underworld Lore +6

Str +1, **Dex** +3, **Con** +1, **Int** +2, **Wis** +2, **Cha** +1

Items artisan's toolkit (snare toolkit), crowbar, disguise kit, hand crossbow (10 bolts), sap, thieves' toolkit

Snare Crafting The saboteur can Craft snares and has the supplies to make up to two caltrop snares and up to two hampering snares. Snare rules and stat blocks are on pages 297–300 of *Player Core 2*.

AC 17 (19 vs. traps); **Fort** +5, **Ref** +9 (+11 vs. traps), **Will** +8

HP 28

Speed 25 feet

Melee ◆ sap +7 (agile, nonlethal), **Damage** 1d6+3 bludgeoning

Melee ◆ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ◆ hand crossbow +9 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

Sneak Attack The saboteur deals an extra 1d6 precision damage to off-guard creatures.

Fiend Caller

Fiend callers act as intermediaries to help mortals sell their souls or make other deals with fiends. You can adjust a fiend caller to be accompanied by a bound fiend. The fiend gains the minion trait, and you can replace the fiend caller's *spiritual armament* spell with *final sacrifice* (*Player Core 2* 245).

FIEND CALLER CREATURE 3

RARE MEDIUM HUMAN HUMANOID UNHOLY

Perception +8

Languages Chthonian, Common, Daemonic, Diabolic, Requian

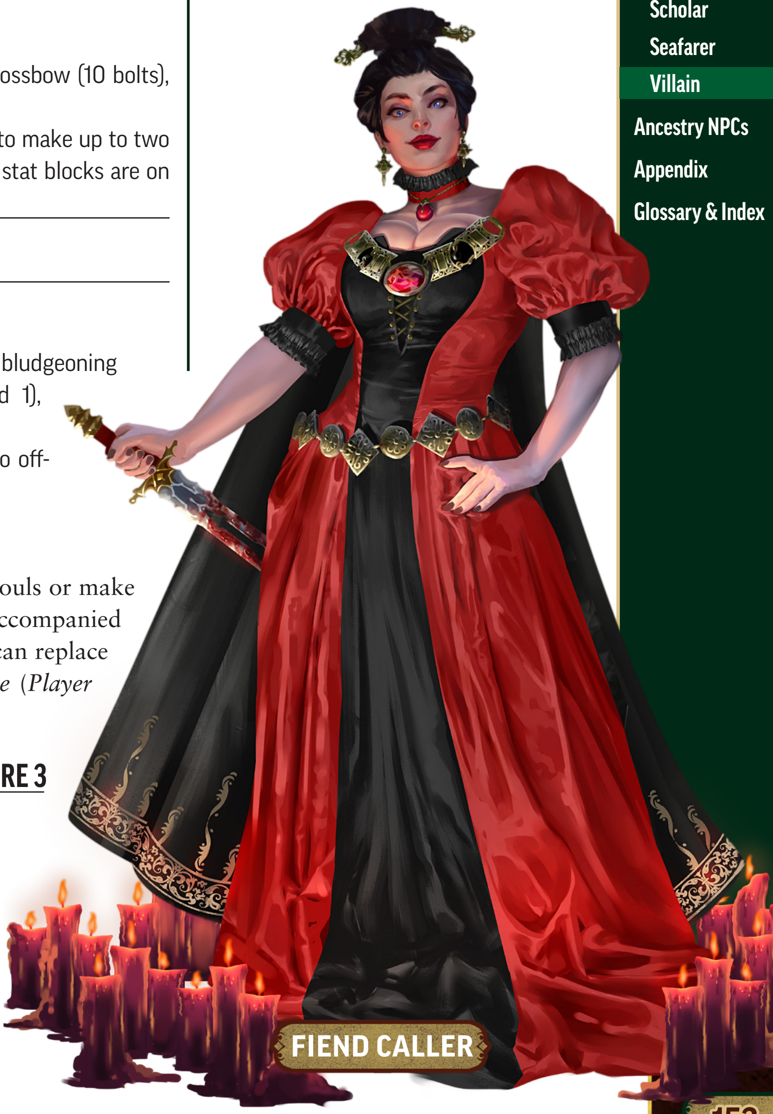
Skills Deception +10, Diplomacy +15, Fiend Lore +18, Intimidation +10, Legal Lore +18, Occultism +16, Religion +13, Society +12

Str +2, **Dex** +2, **Con** +0, **Int** +4, **Wis** +1, **Cha** +3

Items dagger, ritual materials (candles, chalk, ink, parchment, quill, vial of blood)

KEEPING ENEMIES CLOSE

Heroes may have an easier time dealing with a fiend caller peacefully than they would another villain. Fiend callers are willing to work with just about anyone as long as they receive adequate compensation and may even be helpful in stopping more dangerous fiends. But they are opportunistic above all else. Once the transaction is over, they aren't likely to stick around as a friend, and if a better deal comes along, they might void a prior contract.


FIEND CALLER

Legal Specialist For encounters involving contracts and negotiations, the fiend caller is an 8th-level challenge.

AC 17; **Fort** +7, **Ref** +9, **Will** +8

HP 35

Speed 25 feet

Melee ◆ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+6 piercing plus 1d4 persistent bleed

Melee ◆ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ◆ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing plus 1d4 persistent bleed

Occult Prepared Spells DC 20, attack +12; **2nd** *calm*, *paranoia*, *spiritual armament*; **1st** *command*, *fear*, *force barrage*, *grim tendrils*; **Cantrips (2nd)** *detect magic*, *message*, *sigil*, *telekinetic hand*, *void warp*

Rituals DC 20; **6th** *binding circle*, *commune*

Fiendish Contract (downtime, occult) The fiend caller spends 1 day of downtime setting up a bargain between a mortal creature and a fiend the fiend caller knows well. The fiend caller attempts a Legal Lore check against the higher of the fiend's Will DC or Diplomacy DC.

Success The mortal party receives one favor from the fiend, or the fiend becomes the mortal's minion for 1d4 days if they're on the same plane. Alternatively, if the GM allows the option, the mortal can receive a bargained contract (*Pathfinder Dark Archive* 164) of the fiend's level or lower.

Failure The fiend caller fails to strike the bargain.

Critical Failure The process fails, and the magical backlash makes the fiend caller drained 2.

Fiendish Ritualist A fiend caller can cast *binding circle* and *commune* to contact fiends even though the rituals are beyond the normal rank the fiend caller could cast. Furthermore, they can use Legal Lore for the primary check when they do so instead of the listed skill.

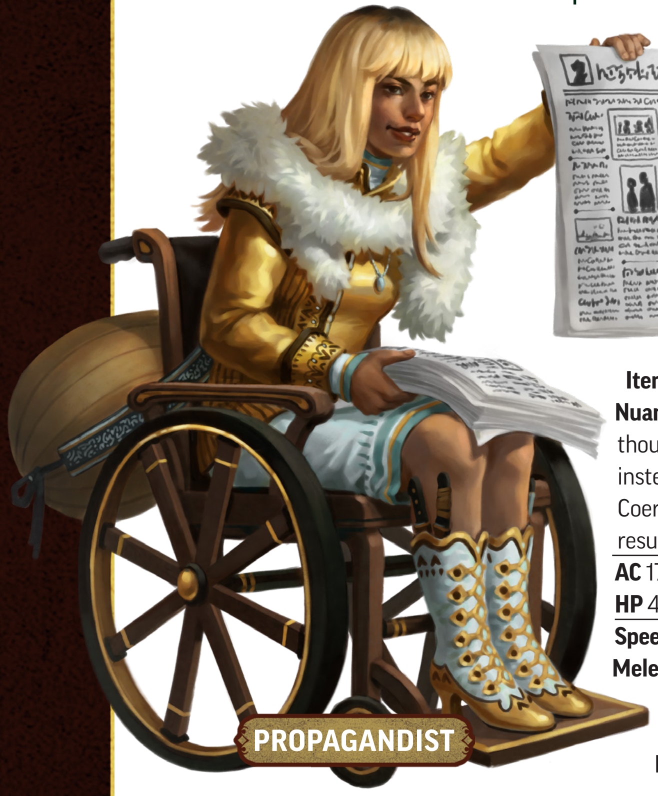
Planar Communique A fiend caller can cast *sending* at will as an occult innate spell, but only to target a fiend they know well. The fiend can be on any plane.

MANIPULATIVE EVIL

Villains who use the power of ideas—like the conspiracist and propagandist found here—aren't particularly effective combatants. Instead, they rely on dupes or other villains (like the deluded mob or warmonger) to physically enact their evil ideologies. They're also adaptable, though the conspiracist usually keeps their conspiracies and themes centered around themself and close allies, while the propagandist typically works their machinations with the consent of the state, using half-truths and manipulative framing to serve those in power and be well paid for their trouble.

Propagandist

The misleadings, half-facts, and effortless spin propagandists cast over events create proof of whatever their bosses need them to prove.



PROPAGANDIST CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +10 (+12 to Sense Motive)

Languages Common

Skills Diplomacy +11, Legal Lore +8, Performance +10, Society +10

Str +0, **Dex** +2, **Con** +1, **Int** +1, **Wis** +3, **Cha** +4

Items dagger (3), lute, shortsword, writing set

Nuanced Spin The propagandist phrases everything loosely and vaguely enough that, though it's always misleading, none of it is false. The propagandist can use Diplomacy instead of Deception to Create a Diversion or Feint, and instead of Intimidation to Coerce. A creature attempting to Sense Motive against the propagandist gets a result one degree of success worse than they rolled.

AC 17; **Fort** +6, **Ref** +9, **Will** +12

HP 40

Speed 25 feet

Melee ◆ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

Melee ◆ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

Melee ◆ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Occult Spontaneous Spells DC 21, attack +13; **2nd** (2 slots) *blistering invective* $^{\text{PC2}}$, *paranoia*; **1st** (3 slots) *concordant choir* $^{\text{PC2}}$, *fear*, *sanctuary*; **Cantrips (2nd)** *bullhorn* $^{\text{PC2}}$, *detect magic*, *haunting hymn* $^{\text{PC2}}$, *message*, *summon instrument*

Bard Composition Spells 2 Focus Points, DC 21; **2nd** *hymn of healing* (*Player Core* 370), *lingering composition* (*Player Core* 371); **Cantrips (2nd)** *courageous anthem* (*Player Core* 370), *rallying anthem* (*Player Core* 371)

No Hard Feelings ◆◆ (auditory, concentrate, emotional, linguistic, mental) The propagandist offers amnesty and other benefits to all who choose to join them. All enemies who can hear the propagandist must attempt a DC 19 Will save. If any of the propagandist's allies is currently benefiting from one of the propagandist's bard composition spells, any enemy who is aware of that takes a –2 circumstance penalty to the save.

Critical Success The creature sees through the propagandist's pitch and is temporarily immune for 24 hours.

Success The creature is unaffected.

Failure The creature's conviction stumbles. Until the end of its next turn, the creature must succeed at a DC 5 flat check to target the propagandist with a hostile action.

Critical Failure The creature finds the propagandist's offer too good to pass up, switching sides in the combat and instantly gaining any benefits the propagandist is currently granting their allies. At the end of each of its turns, the creature can attempt another DC 19 Will save to snap out of it and rejoin their allies.

RELATIVE VILLAINY

These characters are clearly set out as villains within the structure of a Pathfinder adventure's story, but that doesn't mean the people in the world see them as such universally. Villains often work best when otherwise well-meaning civilians are unable to see their malice, or when the villain is so charismatic or powerful they can bring others under their sway. You can use an influence encounter (*GM Core* 187) to play out the player characters trying to sway a powerful person away from the villain's influence, or even have both the PCs and the villain racing to influence the same person.

Deluded Mob

Pulled astray by lies, bribes, and propaganda, these desperate people are convinced to fight on their behalf of utter villains. Conspiracists, propagandists, masterminds, despots, and more take advantage of these mobs.

DELUDED MOB CREATURE 4

GARGANTUAN HUMAN HUMANOID TROOP

Perception +7

Languages Common

Skills Athletics +12, Conspiracy Lore +6, Intimidation +9

Str +6, **Dex** +1, **Con** +4, **Int** +0, **Wis** –1, **Cha** +1

Irrational The deluded mob is severely disconnected from reality. Diplomacy checks to Make an Impression or otherwise sway their worldview automatically fail.

AC 19; **Fort** +12, **Ref** +9, **Will** +7; victim complex

HP 75 (4 segments); **Thresholds** 50 (3 segments), 25 (2 segments); **Weaknesses** area damage 5, splash damage 5

Troop Defenses (page 231)

Victim Complex As they lose members, the deluded mob takes the opposition against them as proof that they're right, bolstering their resolve. The deluded mob gains a +2 circumstance bonus to Will saves at 50 or fewer Hit Points, or a +4 circumstance bonus at 25 HP or fewer.

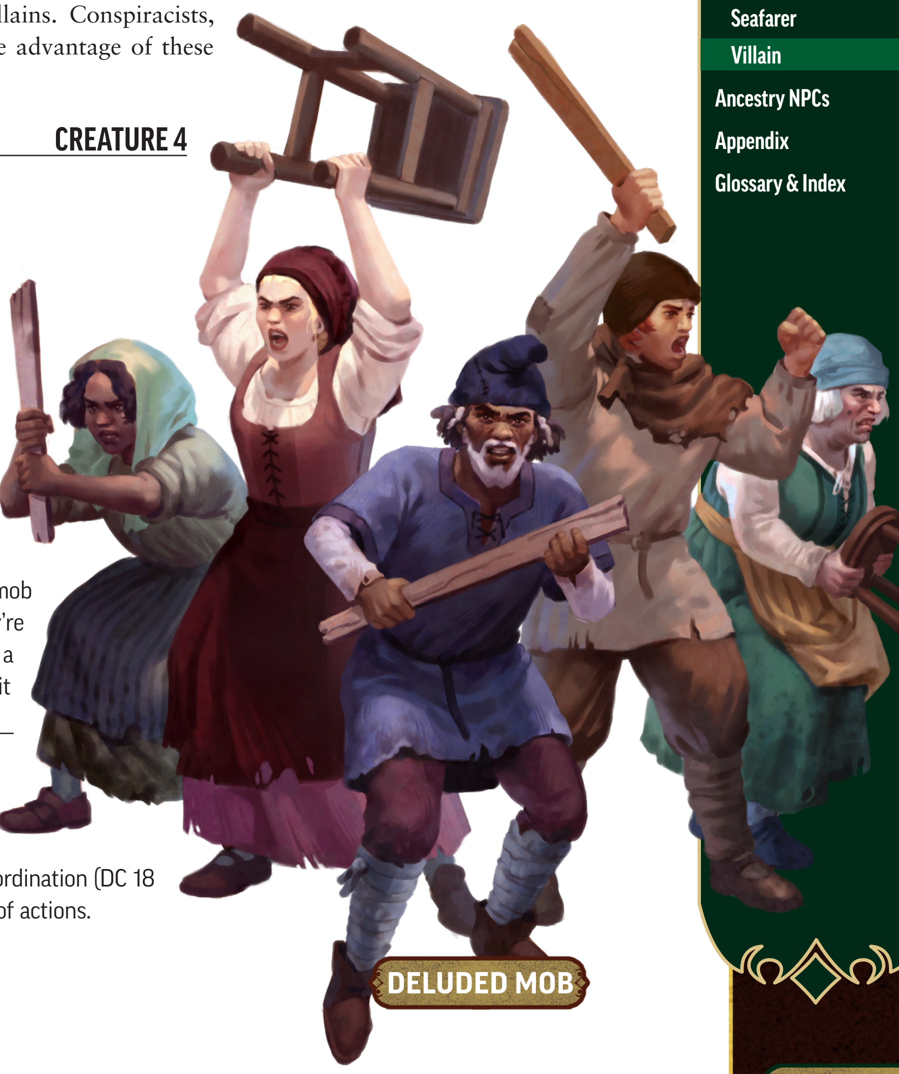
Speed 25 feet; troop movement (page 231)

Flail Desperately ◆ to ◆◆◆ **Frequency** once per round; **Effect** The deluded mob uses their fists, wooden planks, and anything else they can pick up to attack each enemy in a 5-foot emanation with fervor, if not coordination (DC 18 basic Reflex save). The damage depends on the number of actions.

◆ 1d8 piercing or bludgeoning damage

◆◆ 1d8+6 piercing or bludgeoning damage

◆◆◆ 2d8+6 piercing or bludgeoning damage



DELUDED MOB

Surrounded When they feel cornered, the mob lashes out more recklessly. While the deluded mob is flanked, Flail Desperately and Throw Detritus are DC 17 and deal an additional 2 damage per action spent on the activity.

Throw Detritus ◆◆ The deluded mob hurls detritus in a 10-foot burst within 30 feet that deals 2d8 bludgeoning damage with a DC 18 basic Reflex save. When the mob is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Mastermind

Masterminds weave long-ranged plots to see their nefarious goals come to fruition, deftly manipulating those around them, turning enemies into friends and then pitting them against one another.

MASTERMIND — CREATURE 4

MEDIUM | HUMAN | HUMANOID

Perception +10 (+17 to Sense Motive)

Languages Common, two additional languages

Skills Arcana +13, Deception +15, Diplomacy +15, Intimidation +15, Occultism +15, Performance +17, Religion +11, Society +17, Stealth +11, Thievery +9, Underworld Lore +17

Str +0, **Dex** +3, **Con** +0, **Int** +4, **Wis** +2, **Cha** +4

Items disguise kit, hand crossbow (10 bolts), leather armor, shortsword

Manipulation Specialist When competing in a social or intellectual arena, the mastermind is a 7th-level challenge.

Versatile Performance The mastermind can use Performance instead of Diplomacy to Make an Impression and instead of Deception to Impersonate.

AC 20; **Fort** +6, **Ref** +11, **Will** +16

HP 55

Speed 25 feet

Melee ◆ shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+6 slashing

Melee ◆ fist +13 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ◆ hand crossbow +13 (range increment 60 feet, reload 1), **Damage** 1d6+6 piercing

Occult Spontaneous Spells DC 22, attack +14; **2nd** (3 slots) *blur*, *charm*, *invisibility*, *paranoia*; **1st** (3 slots) *charm*, *illusory disguise*, *illusory object*; **Cantrips (2nd)** *daze*, *detect magic*, *message*, *prestidigitation*, *sigil*

Bard Composition Spells DC 22; **Cantrips (2nd)** *courageous anthem* (*Player Core* 370), *uplifting overture* (*Player Core* 372)

Scoundrel's Feint When the mastermind successfully Feints, the target is off-guard against the mastermind's melee attacks until the end of the mastermind's next turn. On a critical success, the target is off-guard against all melee attacks for that time, not just the mastermind's.

Sneak Attack The mastermind deals an extra 1d6 precision damage to off-guard creatures.

Champion of Rovagug

There are perhaps no mortals more anathematic to peace than champions of Rovagug or other destructive deities.

CHAMPION OF ROVAGUG — CREATURE 5

MEDIUM | HUMAN | HUMANOID | UNHOLY

Perception +10

Languages Common

Skills Athletics +13, Deception +10, Intimidation +12, Religion +8, Survival +8

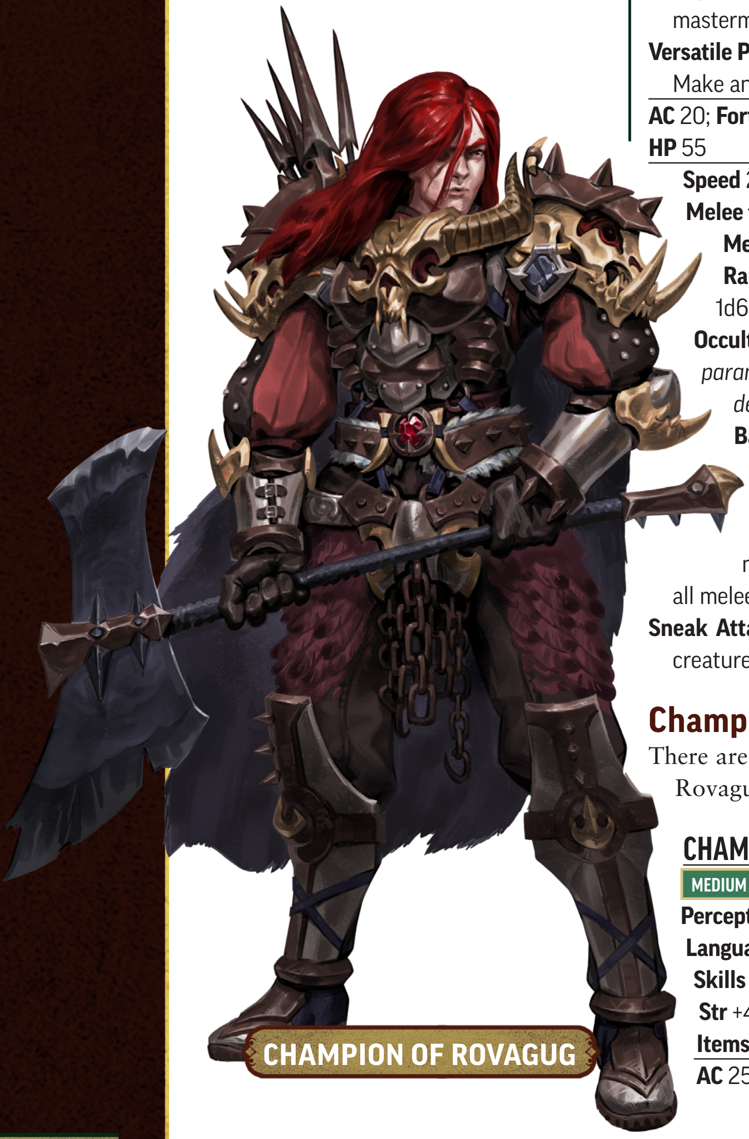
Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** + 3

Items greataxe, half plate, javelin (3)

AC 25; **Fort** +12, **Ref** +8, **Will** +10

OTHER GRIM CHAMPIONS

The most sinister champions of unholy gods are devoted to desecration or iniquity. This champion serves Rovagug, but Lamashtu, Urgathoa, and demon lords have similar champions. If you switch their deity, change their favored weapon (see the Deity Quick Reference table on page 38). If it's a one-handed weapon, reduce the champion's AC by 2, give them a steel shield, and replace Axe Swipe with Defensive Advance, a 2-action activity that lets the champion Raise their Shield, Stride, and make a melee Strike.



CHAMPION OF ROVAGUG

HP 70

Champion's Aura (aura, divine) 15 feet. Any follower of Rovagug in the aura knows the champion is a champion of Rovagug. Enemies in the aura take a –1 circumstance penalty to saves against fear, and an enemy that ends its turn in the aura can't reduce the value of its frightened condition below 1. The aura can be suppressed or resumed with a single action, which has the concentrate trait, and ends if the champion falls unconscious.

Destructive Vengeance ↺ (divine) **Trigger** An enemy in the champion's aura damages the champion; **Effect** The champion increases the amount of damage they take by 2d6 and deals 2d6 spirit damage to the triggering enemy. In addition, until the end of the champion's next turn, the champion's Strikes against the triggering creature deals 2 extra spirit damage.

Speed 20 feet

Melee ◆ *fearsome greataxe* +13 (magical, sweep), **Damage** 1d12+8 slashing

Melee ◆ gauntlet +13 (agile, free-hand), **Damage** 1d4+8 bludgeoning

Ranged ◆ javelin +10 (thrown 30 feet), **Damage** 1d6+8 piercing

Champion Devotion Spells 1 Focus Point, DC 20; **3rd** *touch of the void* (*Player Core 2* 256)

Axe Swipe ◆◆ The champion makes a melee Strike with a +1 circumstance bonus to the attack roll and compares the roll to the AC of up to two foes that are in reach and adjacent to each other. The champion rolls damage only once and applies it to each creature they hit. This counts as two attacks toward their multiple attack penalty.

Fearsome Armament The champion grants their greataxe the *fearsome* rune while they wield it.

Despot

Despots live to amass and exploit power over others.

DESPOT CREATURE 5

MEDIUM | HUMAN | HUMANOID

Perception +11

Languages Common, Diabolic

Skills Athletics +11, Deception +13, Diplomacy +11, Intimidation +13, Performance +13, Religion +11, Society +13, Warfare Lore +13

Str +2, **Dex** +2, **Con** +0, **Int** +4, **Wis** +2, **Cha** +4

Items lesser darkvision elixir, *lesser healing potion* (2), spiked gauntlet

Persistent Lies Any creature deceived by the despot's Deception skill believes the deception more readily on the next day. Any later Perception checks attempted against the despot's Deception DC take a –2 circumstance penalty, as do other creatures' attempts to convince the creature otherwise, such as through Diplomacy or further Deception.

AC 21; **Fort** +9, **Ref** +9, **Will** +13

HP 60

Speed 25 feet

Melee ◆ spiked gauntlet +11 (agile, free-hand), **Damage** 1d4+6 piercing

Divine Spontaneous Spells DC 23, attack +14; **3rd** (3 slots) *chilling darkness*, *enthrall*, *harm*; **2nd** (4 slots) *blood vendetta*, *calm*, *floating flame*, *see the unseen*; **1st** (4 slots) *bane*, *command*, *fear*, *sanctuary*; **Cantrips (3rd)** *daze*, *ignition*, *message*, *shield*, *void warp*

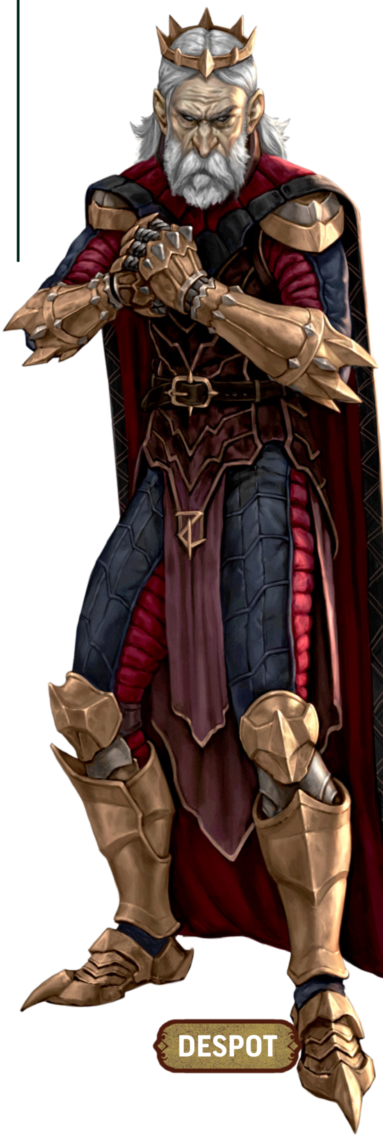
Sorcerer Bloodline Spells 1 Focus Point, DC 23; **3rd** *diabolic edict* (*Player Core 2* 263)

Sorcerous Potency When the despot Casts a Spell from a spell slot that deals damage, they gain a status bonus to the spell's initial damage equal to the spell's rank.

Tongue of Flame When the despot casts *charm*, *diabolic edict*, *enthrall*, or *floating flame*, either a target takes 1 fire damage per spell rank, or the despot gains a +2 status bonus to Deception checks for 1 round.

RECURRING VILLAINS

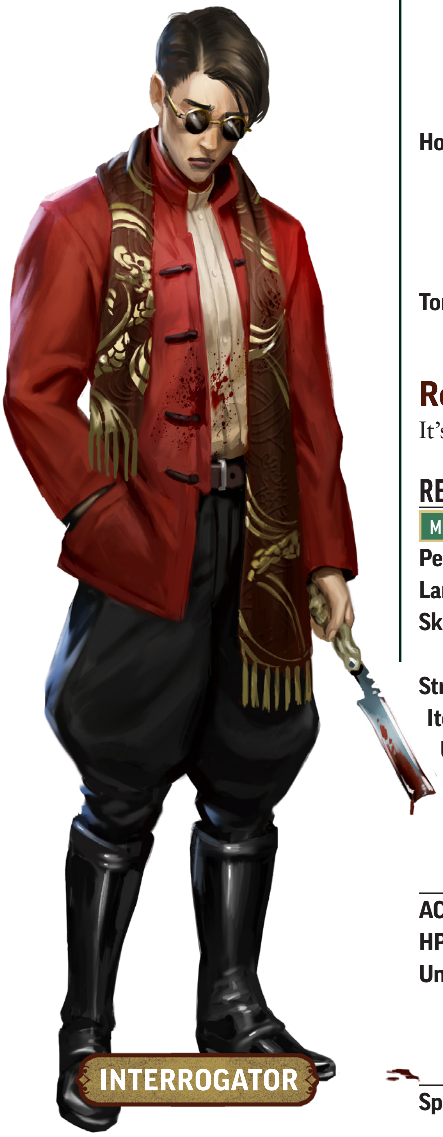
Villains are just as devoted to their evil schemes as heroes are to justice or freedom. Villains make excellent recurring NPCs. The section on NPC advancement on page 226 is especially useful for villains. To tell more varied stories, a GM can have the villains join up with new groups of followers or be under the employ of new benefactors, using their villainous skills for a new cause.



DESPOT

WAR RAZOR

The interrogator carries a war razor, a common martial weapon in the knife group with a price of 3 sp. A war razor deals 1d4 slashing damage and has light Bulk. It requires one hand to use and has the agile, backstabber, deadly d8, and finesse weapon traits. A full description of the weapon appears in *Pathfinder Treasure Vault*.


INTERROGATOR

Interrogator

Interrogators use pain and intimidation against prisoners and other helpless victims to force "confessions."

INTERROGATOR CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Athletics +15, Intimidation +13, Medicine +13

Str +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +2

Items dart (5), healer's toolkit, leather apron (functions as leather armor), +1 *war razor* (see sidebar)

AC 22; **Fort** +12, **Ref** +12, **Will** +11

HP 90

Speed 25 feet

Melee ◆ *war razor* +17 (agile, backstabber, deadly d8, magical), **Damage** 1d4+10 slashing plus torment

Melee ◆ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning plus torment

Ranged ◆ dart +15 (agile, thrown 20 feet), **Damage** 1d4+7 piercing plus torment

Blood and Fear ◆◆ The interrogator Strikes with a slashing melee weapon. If they hit and deal damage, the target takes an additional 1d4 persistent bleed damage and is frightened 1 (or 2d4 persistent bleed damage and frightened 2 on a critical hit). Each of the interrogator's other enemies in a 30-foot emanation around the target that witnesses the bloodshed must succeed at a DC 19 Will save or be frightened 1. The frightened part of this ability is an emotion, fear, mental, and visual effect.

Hobble ◆ **Requirements** A creature is grabbed or restrained by the interrogator; **Effect** One creature grabbed or restrained by the interrogator takes 2d6 bludgeoning damage with a DC 23 basic Fortitude save. If the creature fails its save, it also gains a condition of the interrogator's choice: clumsy 2 for 1 minute, enfeebled 2 for 1 minute, or drained 1.

Torment The interrogator's Strikes deal an additional 1d8 mental damage to frightened creatures.

Reckless Scientist

It's the reckless scientist's job to break the rules of reality, no matter the cost.

RECKLESS SCIENTIST CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common

Skills Acrobatics +12, Crafting +16, Deception +9, Engineering Lore +14, Medicine +10, Stealth +14, Underworld Lore +14

Str +1, **Dex** +4, **Con** +4, **Int** +4, **Wis** +2, **Cha** –1

Items alchemist's toolkit, +1 *sickle*, work coat (functions as leather armor)

Unstable Collection A reckless scientist carries a collection of poorly stowed alchemical items: 3 elixirs of life and 6 alchemical grenades. The scientist replenishes these items each day using scavenged materials. The alchemical grenades deal either acid, cold, or fire damage plus 2 persistent damage and 2 splash damage of the same type (typically the collection contains two of each grenade).

AC 23; **Fort** +16, **Ref** +14, **Will** +10; +1 status to all saves vs. poison

HP 95; **Resistances** poison 5

Unstable Explosion When an attacker scores a critical hit against the reckless scientist, one of the scientist's alchemical items bursts. The GM determines the item randomly. If it was a bomb, the alchemist takes damage from the bomb, and any creature adjacent to the alchemist takes the splash damage. Any other item is wasted.

Speed 25 feet

Melee ◆ *sickle* +17 (agile, finesse, magical, trip), **Damage** 1d4+7 slashing

Melee ◆ fist +16 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ◆ alchemical grenade +16 (range increment 20 feet, splash), **Damage** 2d6 acid, cold, or fire plus 2 persistent damage and 2 splash damage of the same type

Quick Grenadier ◆ The reckless scientist Interacts to draw an alchemical grenade with an Interact action and throws it as a ranged Strike.

Reckless Alchemy ◆◆ (concentrate, manipulate) The reckless scientist attempts to combine two alchemical grenades or two elixirs of life into one item. They can Interact to draw the items if necessary. They attempt a DC 22 Crafting check, destroying both component items to create one new item.

Success The new item has the full effect of both component items, and the reckless scientist can Activate it. If they don't Activate it before the end of their turn, the item explodes (as critical failure).

Failure The new item is inert.

Critical Failure The unstable item explodes, dealing 3d6 piercing damage to the reckless scientist.

Fleshwarper

Cruel scientists called fleshwarpers create horrors from the flesh of others. Many desire to push science forward, but others need only grotesque glee.

FLESHWARPER CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common, Sakvroth

Skills Aberration Lore +15, Crafting +17, Fleshwarping Lore +17, Medicine +16, Occultism +15, Stealth +15

Str +3, **Dex** +4, **Con** +2, **Int** +4, **Wis** +2, **Cha** –1

Items fleshwarping concoction (5), healer's toolkit, *+1 scalpel* (functions as a dagger)

AC 24; **Fort** +15, **Ref** +15, **Will** +15

HP 110

Speed 25 feet

Melee ◆ *scalpel* +18 (agile, finesse, magical, versatile S), **Damage** 1d4+9 piercing

Melee ◆ fist +17 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ◆ fleshwarping concoction +17 (alchemical, poison, range increment 20 feet), **Damage** 4d6 poison plus flesh mutation

Ranged ◆ *scalpel* +18 (agile, magical, thrown 10 feet, versatile S), **Damage** 1d4+9 piercing

Conduct the Experiment ◆ The fleshwarper assesses vulnerabilities in a creature's anatomy. They attempt a Medicine check against the Fortitude DC of one living creature they can see within 60 feet. On a success, the fleshwarper's melee Strikes deal an extra 2d8 precision damage against that creature for 1 minute or until the fleshwarper critically hits that creature, whichever comes first. Using this action again designates a new target and ends the effect for any previous target. A fleshwarper can target an individual no more than once per day with this ability.

Flesh Mutation (alchemical, morph) A creature made of flesh that's hit by a fleshwarping concoction Strike is subject to a random fleshwarping mutation determined by rolling 1d4 and consulting the list below. The creature attempts a DC 25 Fortitude save at the end of each of its turns, ending the mutation on a success. A creature that becomes mutated is thereafter temporarily immune to flesh mutation for 1 day.

1 **Spongy Flesh** The creature has weakness 5 to physical damage.

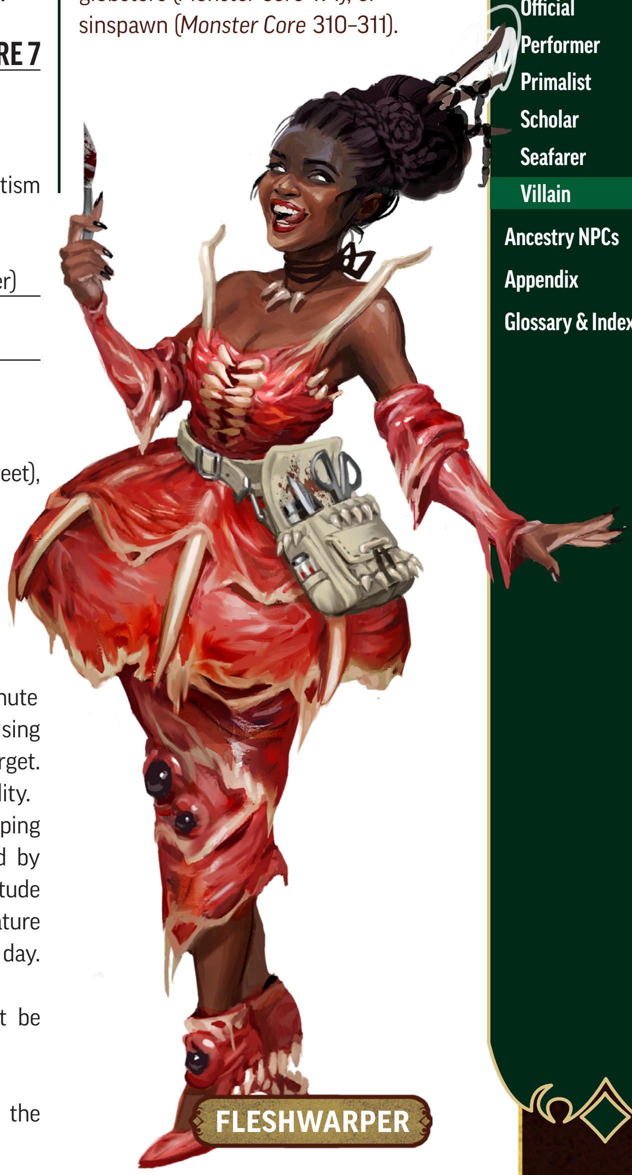
2 **Caustic Blood** The creature takes 2d4 persistent acid damage that can't be removed normally, but ends when the mutation does.

3 **Sprouting Eyes** The creature is dazzled, but also immune to flanking.

4 **Mutated Mind** The creature is confused. It can still recover as noted in the condition, but if it does it remains off-guard until the mutation ends.

WARPED MENAGERIE

A fleshwarper is a master at their dark craft, and creating monsters is practically second nature to them. However, they have no great skill at controlling monsters. Some may keep their creations caged for further study, or to use as grim guard dogs. The especially careless may simply abandon their awful abominations in the wild to become someone else's problem. Classically, their creations are fleshwarps like the grothlut and irnakurse (*Monster Core* 152–153). Other created creatures might resemble charnel creations (*Monster Core* 61), globsters (*Monster Core* 171), or sinspawn (*Monster Core* 310–311).



FLESHWARPER

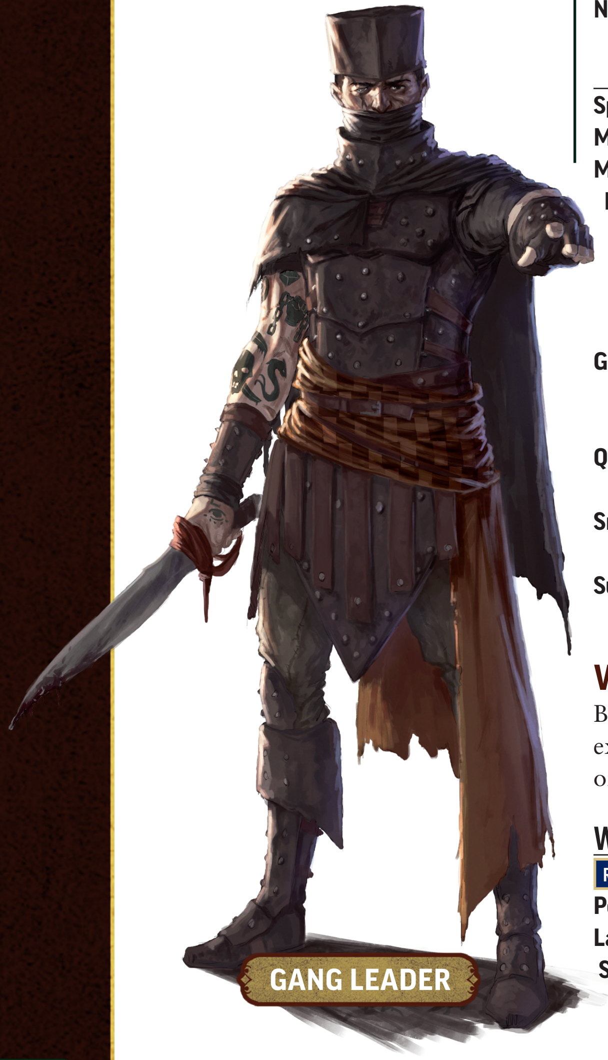
Restore My Masterpiece ◆ (healing, manipulate) **Requirements** The fleshwarper is holding or wearing a healer's toolkit; **Effect** The fleshwarper stitches the wounds of an adjacent, willing aberration or creature they modified using fleshwarping. The creature regains 20 HP and is then temporarily immune for 1 day.

GANG STRUCTURE

A gang leader might run a gang, and several other NPCs in this section and the Criminal section (pages 18–27) make for good gang members. A gang of significant size typically has a pyramid structure so that only a few members report directly to the boss and it's harder to link crimes directly to those in charge if someone gets arrested.

Gang Leader

Gang leaders direct cutthroats, killers, thieves, and toughs. The gang leader often appears alongside a bandit gang (page 22) or other criminals.



GANG LEADER

GANG LEADER — CREATURE 7

MEDIUM | HUMAN | HUMANOID

Perception +14

Languages Common

Skills Acrobatics +15, Athletics +17, Deception +15, Intimidation +17, Society +11, Stealth +17, Thievery +15, Underworld Lore +15

Str +4, **Dex** +4, **Con** +2, **Int** +2, **Wis** –1, **Cha** +4

Items moderate glue bomb, *lesser healing potion*, *+1 shortsword*, sling (10 bullets), studded leather

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AC 24; **Fort** +13, **Ref** +17, **Will** +12

HP 110

Deny Advantage The gang leader isn't off-guard to creatures of 7th level or lower that are hidden, undetected, flanking, or using surprise attack.

Evasive Reflexes When the gang leader rolls a success on a Reflex save, they get a critical success instead.

Nimble Dodge ⤾ **Trigger** The gang leader is targeted with an attack by an attacker they can see; **Effect** The gang leader gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ◆ fist +17 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Melee ◆ *shortsword* +18 (agile, magical, versatile S), **Damage** 1d6+10 piercing

Ranged ◆ sling +17 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+8 bludgeoning

Brutal Rally ◆ (auditory, emotion, linguistic, mental) **Trigger** The gang leader rolls a critical hit against a creature; **Effect** All allies that can see the gang leader gain a +1 circumstance bonus to attack rolls until the start of the gang leader's next turn.

Gang Up Any enemy is off-guard against the gang leader's melee attacks due to flanking as long as the enemy is within melee reach of both the gang leader and one of the gang leader's allies.

Quick Draw ◆ The gang leader Interacts to draw a weapon, then Strikes with that weapon.

Sneak Attack The gang leader deals an extra 2d6 precision damage to off-guard creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted are off-guard to the gang leader.

Wealthy Vigilante

By night, this member of the nobility dons a false identity to mete out violent, extralegal justice on petty criminals and the downtrodden. They're possessed of unwavering self-righteousness and the best equipment money can buy.

WEALTHY VIGILANTE — CREATURE 8

RARE | MEDIUM | HUMAN | HUMANOID

Perception +15

Languages Common

Skills Acrobatics +16, Athletics +16, Deception +17, Intimidation +17, Society +16, Stealth +17

Str +4, **Dex** +2, **Con** +1, **Int** +3, **Wis** +1, **Cha** +3

Items *crimefighting pouches* (function as *sleeves of storage*), *+1 striking flintlock musket* (10 rounds; page 50), *lifting belt*, *+1 striking longsword*, *moderate healing potion*, studded leather armor

Custom Gear The wealthy vigilante's support team has spent years tailoring and tuning the vigilante's equipment. Anyone but the vigilante attempting to use the items takes the same drawbacks they would if they were shoddy items. These peculiarities make the items have no value if sold.

Talisman Prepper The vigilante goes on patrol with six talismans of 6th level or lower. The typical set includes a *fear gem* and *emerald grasshopper* affixed, with a *dragon turtle scale*, *effervescent ampoule*, *feather step stone*, and *iron cube* in storage.

AC 27; **Fort** +12, **Ref** +17, **Will** +15

HP 120

Quick Replace ⤾ (manipulate) **Trigger** The wealthy vigilante Activates one of their affixed talismans; **Requirements** The wealthy vigilante has a hand free; **Effect** As soon as one of their talismans burns out, the wealthy vigilante pulls another from their *crimefighting pouches* and deftly Affixes it to replace the used talisman.

Speed 25 feet

Melee ◆ *longsword* +19 (magical, versatile P), **Damage** 2d8+10 slashing

Melee ◆ fist +18 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ◆ *flintlock musket* +17 (concussive, fatal d10, magical, range increment 70 feet, reload 1), **Damage** 2d6+6 piercing

Calculated Strike ◆◆ The wealthy vigilante makes a melee Strike. If the Strike hits, the vigilante can then Shove the target. This Shove uses the same multiple attack penalty as the Strike and doesn't count toward the vigilante's multiple attack penalty, but the vigilante must Stride after the pushed creature. If the Strike misses, the vigilante can Step up to three times, each of which must take it further from the target. The vigilante can Hide if, after the Steps, they have cover or concealment from the target.

VIGILANTE'S ARSENAL

A wealthy vigilante's threat (and flexibility) as a combatant comes from their ability to use the right gear at the right time. A canny vigilante enters combat with the best consumables readied and talismans affixed for the type of encounter to come, along with a plan for what to use next. As a GM, you can swap out the wealthy vigilante's talismans over multiple engagements to make them appear much more threatening than they are. Keep the PCs guessing!

Warmonger

Warmongers believe the base state of life is violence. They stay in peak physical condition with constant training and keep their supplies ready for marching to war.

WARMONGER CREATURE 10

MEDIUM HUMAN HUMANOID

Perception +16

Languages Common

Skills Athletics +24, Intimidation +20, Stealth +19, Survival +14, Warfare Lore +21

Str +6, **Dex** +4, **Con** +5, **Int** +1, **Wis** +0, **Cha** +0

Items *+1 striking battle axe* (2), *+1 composite longbow* (10 arrows), *+1 hide armor*

War Ready The warmonger can always roll Warfare Lore for initiative.

AC 29; **Fort** +21, **Ref** +20, **Will** +16

HP 200

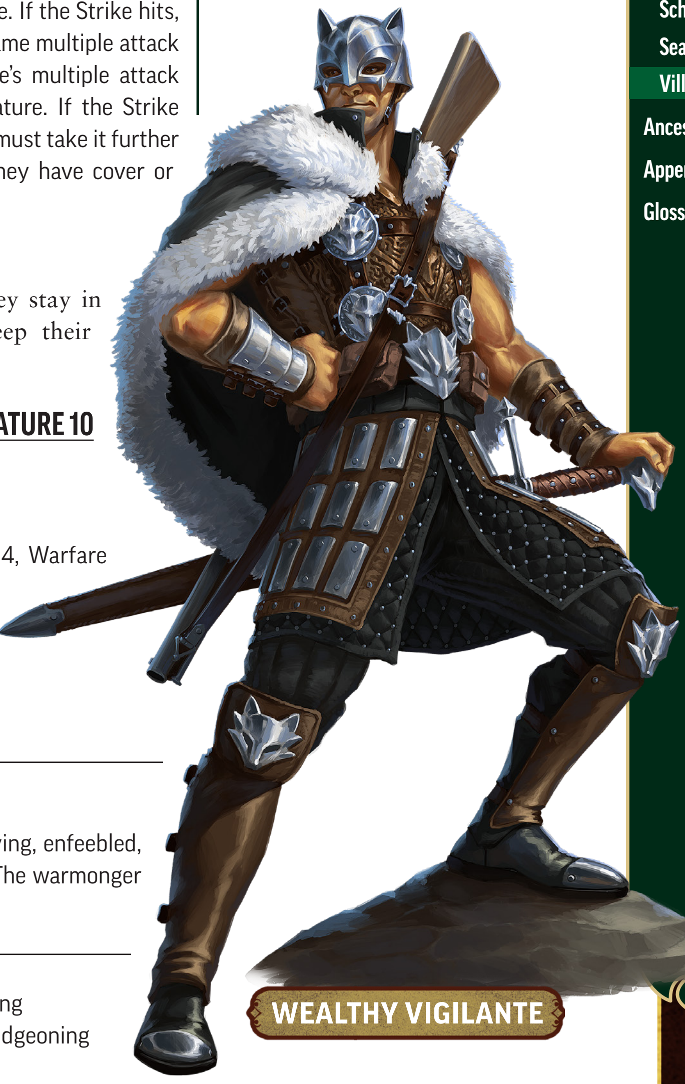
Pain Training The warmonger treats the value of any drained, dying, enfeebled, sickened, and wounded conditions affecting them as 1 lower. The warmonger still has the condition and must remove it normally.

Reactive Strike ⤾ (page 231)

Speed 30 feet, climb 10 feet, swim 20 feet

Melee ◆ *battle axe* +23 (magical, sweep), **Damage** 2d8+12 slashing

Melee ◆ fist +22 (agile, nonlethal, unarmed), **Damage** 1d4+12 bludgeoning



WEALTHY VIGILANTE

Ranged ◆ *composite longbow* +21 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+9 piercing

Patch and Set ◆ (healing, manipulate) **Frequency** once per day; **Requirements** The warmonger has a hand free; **Effect** The warmonger grits their teeth and ties off a wound or sets a bone or joint. They regain 20 Hit Points.

Power Through ◆◆ **Requirements** The warmonger is wielding two melee weapons and isn't fatigued; **Effect** The warmonger attempts up to three melee Strikes against different creatures. These count toward the warmonger's multiple attack penalty normally, but the penalty doesn't increase until after all the attacks. The warmonger overexerts themself with the attacks, becoming fatigued. The warmonger can attempt a DC 30 Fortitude save to recover from this fatigued condition at the start of each of their turns.

Sight Prey ◆ (concentrate) The warmonger singles out one enemy to bring down with ranged attacks until the end of the current turn. The warmonger's ranged Strikes against that creature gain a +1 circumstance bonus to the attack roll and deal an extra 3d6 precision damage. Each time the warmonger hits that creature with a ranged Strike, the creature takes a –10-foot penalty to its Speeds for 1 minute and falls 20 feet if it's flying.

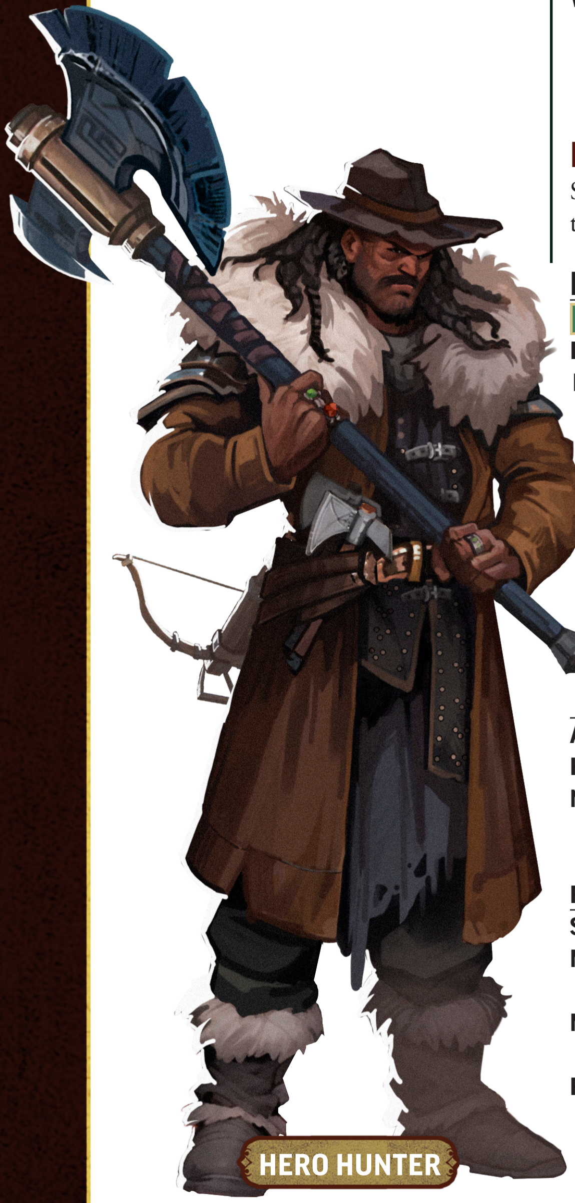
War Cry ⤾ (auditory, emotion, mental) **Frequency** once per hour; **Trigger** The warmonger critically hits or knocks out an enemy; **Effect** The warmonger screams a battle cry. Each ally in a 30-foot emanation that hears it deals an additional 1d6 damage with its Strikes for 1 round.

HOME ADVANTAGE

A cocky hero hunter may attack the heroes on their own turf, simply trusting in their skills to win the battle. However, their best move is to lure the PCs to a battlefield they are familiar with, where they've had time to set up their traps. A hero hunter can choose an advantageous place to set their ambush and place snares. They rarely call in allies to assist them unless it's to keep their prey from escaping.

Hero Hunter

Some hunters grow bored of simple beasts and monsters. For them, a battle-tested warrior is the finest prey.


HERO HUNTER

HERO HUNTER — CREATURE 13

MEDIUM | HUMAN | HUMANOID

Perception +25

Languages Common

Skills Acrobatics +23, Athletics +26, Crafting +24, Deception +19, Nature +21, Stealth +27, Survival +25 (+29 to Track)

Str +5, **Dex** +4, **Con** +3, **Int** +3 **Wis** +2, **Cha** +0

Items *+1 striking greataxe*, *+1 striking hand crossbow* (20 bolts), *+1 resilient studded leather*

Prepared Trapper A hero hunter carries the materials to Craft two alarm snares, two grasping snares, one snagging hook snare, and one stunning snare. The hero hunter replenishes any used supplies each time they make their daily preparations. Snare rules and stat blocks are on pages 297–300 of *Player Core 2*.

AC 33; **Fort** +22, **Ref** +25, **Will** +21

HP 230

Nimble Dodge ⤾ **Trigger** The hero hunter is targeted with a melee or ranged attack by an attacker they can see; **Effect** The hero hunter gains a +2 circumstance bonus to AC against the triggering attack.

Reactive Strike ⤾ (page 231)

Speed 25 feet, climb 10 feet

Melee ◆ *greataxe* +27 (magical, sweep), **Damage** 2d12+13 slashing plus hunter's precision

Melee ◆ fist +26 (agile, nonlethal, unarmed), **Damage** 1d4+13 bludgeoning plus hunter's precision

Ranged ◆ *hand crossbow* +26 (magical, range increment 60 feet, reload 1), **Damage** 2d6+8 piercing plus hunter's precision

Deadly Snares ◆◆◆ (manipulate) The hero hunter Crafts a snare that would normally take 1 minute or less to Craft. The Stealth DC to locate the snare and

DC to disable it with Thievery are equal to the hero hunter's Crafting DC if it's higher than the snare's DC.

Felling Shot ◆ The hero hunter makes a ranged Strike. If it hits and deals damage to a flying target, the target falls up to 120 feet but takes no damage from the fall. The creature can't Fly, Leap, levitate or otherwise leave the ground until the end of the hero hunter's next turn.

Hunter's Precision ◆ (stance) The hero hunter knows how to hunt and kill any game. While in this stance, all the hero hunter's Strikes deal an additional 2d8 precision damage, and the range increment for their ranged weapon Strikes is 20 feet longer than normal. If the hunter gets a critical hit with a weapon Strike, the target also takes 2d6 persistent bleed damage.

World Ender

Unlike most villains, world enders are unburdened by nuance. Their ultimate goal is simple, if lofty: destroy the world and everyone in it.

WORLD ENDER — CREATURE 16

RARE | MEDIUM | HUMAN | HUMANOID

Perception +25

Languages Common

Skills Intimidation +28, Nature +27, Religion +25, Society +27

Str +4, **Dex** +3, **Con** +7, **Int** +7, **Wis** +3, **Cha** +2

Items *+1 striking major staff of fire*

AC 36; **Fort** +30, **Ref** +26, **Will** +28

HP 275; **Resistances** fire 15

Unyielding Purpose ↺ **Trigger** The world ender would be reduced to 0 HP; **Requirements** The world ender has a *volcanic eruption* spell remaining; **Effect** The world ender refuses to let their destructive dream go unrealized, stabilizing at 1 HP just long enough to cast *volcanic eruption*, centered on themself. They die, immolated in the eruption.

Speed 25 feet

Melee ◆ *staff of fire* +28 (magical, two-hand d8), **Damage** 2d4+10 bludgeoning plus 3d6 fire

Melee ◆ fist +27 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning plus 3d6 fire

Primal Prepared Spells DC 41, attack +33; **8th** *desiccate*, *punishing winds*, *sunburst* (×2); **7th** *blazing bolt*, *fiery body*, *volcanic eruption* (×2); **6th** *chain lightning* (×2), *floating flame*, *wall of fire*; **5th** *fireball* (×2), *magic passage*, *wall of stone*; **4th** *fly* (×2), *unfettered movement* (×2); **3rd** *earthbind* (×2), *haste*, *slow*; **2nd** *darkvision*, *enlarge*, *revealing light*, *water walk*; **1st** *air bubble*, *fleet step*, *gentle landing*, *gust of wind*; **Cantrips (8th)** *caustic blast*, *electric arc*, *gouging claw*, *ignition*, *light*

Monologue ◇ (concentrate) **Frequency** once per round; **Effect** Throughout combat, the world ender ceaselessly expounds upon the righteous reasons for their destructive aims and the futility of their enemies' efforts to stop them. They gain a +1 status bonus to Will saves and a +2 status bonus to damage rolls with their spells. Each time they take this action again, the bonuses increase by 1 and 2, respectively. The monologue ends (and the bonuses are lost) if the world ender becomes unable to act or speak, or if they end their turn without having taken this action.

Overwhelming Energy ◆ (spellshape) If the next action the world ender uses is to Cast a Spell, the spell ignores 20 resistance to energy damage. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell. A creature's immunities are unaffected.

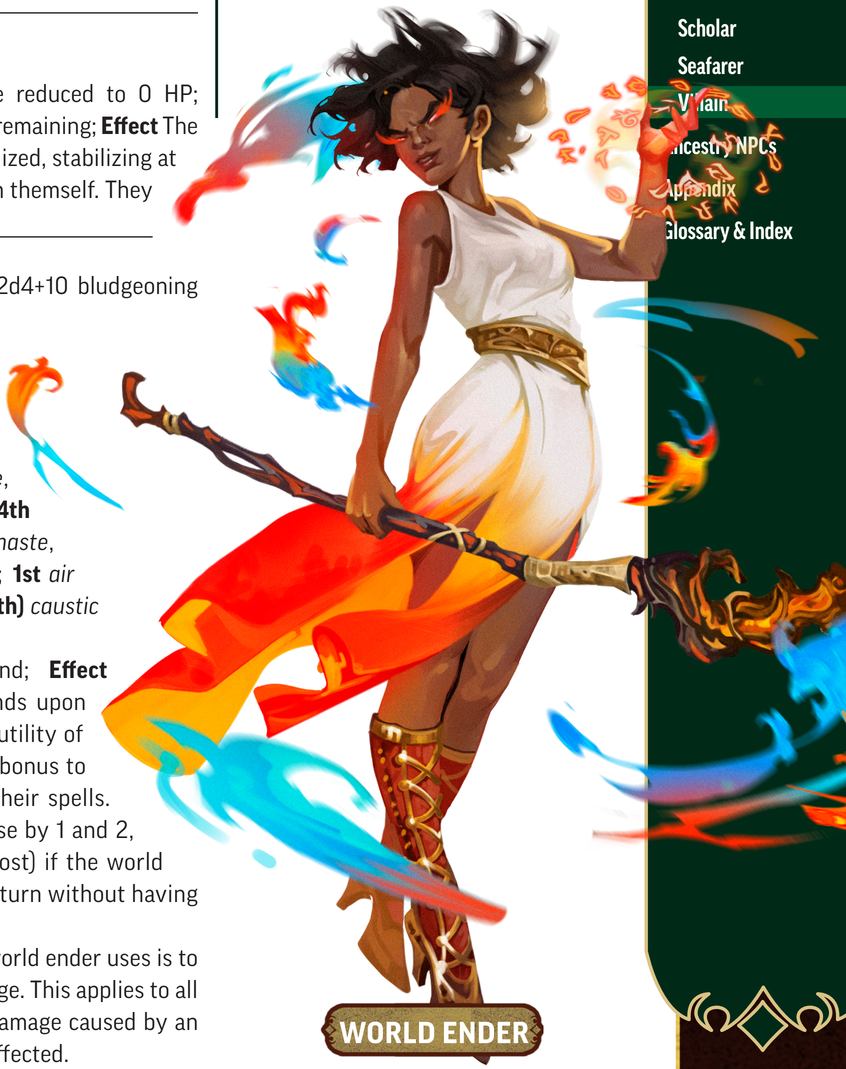
GOLARION'S MOST WANTED

Here are a few of the most notorious villains in the history of Golarion.

Queen Abrogail II: The ruler of Cheliax devotes herself to Asmodeus, and tyrannically rules her diabolic nation completely confident of the supremacy of herself and her country.

Tar-Baphon: The ancient lich called the Whispering Tyrant invaded nation after nation with his undead hordes, slayed a divine herald, and even now has arisen again and regrouped in the Gravelands.

The Runelords: The seven rulers of ancient Thassilon mastered powers of magical runes, letting them rule in ancient times and return again and again in centuries since to try to take back the power they once had.



WORLD ENDER

Villainous Motives

Evil comes in many flavors. Why does a villain do what they do? By being specific, you can add more personality to your evildoers and inspire greater player investment in stopping their schemes. These motives aren't solely for a campaign's villain nor are they mutually exclusive. Every villain likely has at least one motive from this table, but many have 3 to 5. Mix and match with options from the Villainous Advantages table below to create dozens of uniquely vile combinations!

Take note that nothing presented here should be considered valid proof that a villain deserves redemption for their actions. Just because they might rationalize their atrocities this way doesn't mean they're right!

VILLAINOUS MOTIVES

d20	Motive	Description
1	Revenge	This villain has suffered a profound injustice in the past, and now hopes to return it in kind.
2	Greed	For the right price, this villain will do just about anything.
3	Power	No matter the size of the domain, this villain wants to rule over it.
4	Prejudice	This villain sees no problem hurting those different from themself.
5	Love	This villain would perform any deed for the object of their affection, no matter how foul.
6	Misery	Whether from spurned affection or lost opportunities, this villain wants everyone else to join them in suffering.
7	Apathy	Even if not strictly evil, this villain can't be bothered to care about the consequences of their actions—or anything, really.
8	Sadism	For this villain, the pain they inflict is the point.
9	Naivete	This villain has been deceived into believing that they're doing the right thing.
10	Misanthropy	This villain hates just about everybody and wants them dead.
11	Nationalism	Whatever evil their country asks of them, this villain will perform it.
12	Notoriety	Whether chanted in fervor or screamed in terror, this villain wants their name on everyone's lips.
13	Control	If this villain didn't give the order, they don't want it to happen.
14	Justice	This villain believes that if their enemies go unpunished, the world as we know it will collapse.
15	Status Quo	To this villain, those who want a better world are ungrateful and need a reminder of just how much worse life could be.
16	Resignation	If the world is going to treat them as a villain anyway, they might as well act the part.
17	Chaos	This villain acts in the hopes of eliminating all social order and safety in the world.
18	Destruction	For this villain, nothing is quite as beautiful as mass arson and natural disasters.
19	Impatience	The world isn't changing fast enough for this villain. Maybe some evil will move things along.
20	Fun	This villain believes that evil is more about the journey than the destination. They're having a blast!

Villainous Advantages

An evil individual with no power, resources, or influence doesn't make much of a villain. What makes your evildoers a threat to your player characters and the world they inhabit beyond the abilities of the villain themself? These advantages give your villain power beyond what their stat block suggests, touching the world beyond what happens just in encounters.

VILLAINOUS ADVANTAGES

d12	Threat	Description
1	Might	The villain has warriors or military units at their beck and call—a deadly physical force.
2	Knowledge	The villain has a source of information on the heroes or their allies that proves an immense advantage.
3	Endurance	No matter how many times they're defeated, the villain seems to have inexhaustible resources to escape and recover.
4	Tools	The villain possesses magic items, expensive vehicles, or high-quality gear.
5	Spies	Covert operatives pass on information to the villain. They might be placed in noble courts, local taverns, or even among the heroes' allies or followers.
6	Charm	The silver tongue on this charismatic villain turns debts into assets, attracts followers in droves, and sows doubts in the hearts of the hardiest heroes.
7	Government	This villain does evil with the state's resources, authority, or consent (often all three).

8	Religion	Devoted followers, organizational power, the favor of a cruel deity, or all three make this villain a potent foe.
9	Magic	A magical artifact, a wellspring of power, or allies who wield magic support the villain.
10	Cruelty	This villain doesn't care who they hurt, and everyone–from the populations they oppress to their terrified followers–knows as much.
11	Wealth	Evil is easy to inflict when you have money, and this villain has a *lot* of money.
12	Training	Though not innately powerful or resourced, this villain has studied and practiced relentlessly to ensure they can enact the evil they desire.

Villainous Lairs

A good villain dwells in a seat of power as ostentatious and dreadful as their epic plans. Their villainous lair should set the tone as the heroes try to reach them for the final showdown. Use the following ideas for your villain, or as inspiration for your own creations! You can choose one randomly, though it's usually best to select a lair that matches your specific villain. Each lair is listed with sights, sounds, and other descriptors to help bring it to life.

Ancient Ruin: Crumbling walls, leaking roofs, rotten barrels and furniture, cobwebbed skeletons, ancient cistern

Battle-Ready Airship: Harpoon cannons, giant propellers, cloud banks, crew in military uniforms, creaking ropes

Cavern Citadel: Water dripping from stalactites, natural stone walls, shallow pools, a towering door built to the terrain, echoing screams, creatures scurrying in the dark

Defunct Theater: Piles of plays and sheet music, a massive pipe organ, creaking catwalks, a rusty-hinged trapdoor, old posters plastered to the walls, echoing singing, seats filled with creepy mannequins

Desecrated Church: Defaced statues, frolicking imps or minor fiends, smashed pews, a bloodstained altar, skulls of the former clergy

Forest Stronghold: Burnt and blackened trees, thorny hedges, old animal bones, skulls on vines, corpses lashed to tree trunks

Guildhouse: Secret entrance, mounted animal heads, standoffish guildmates, a barrel of ale, trophies

Ice Castle: Slick walls, icicles as big as a grown human, plentiful furs, *everlight crystals* in the walls, snow packed hard by footsteps

Laboratory: Bubbling beakers, buzzing electric currents, levers and dials, weird creatures in jars, weird creatures in cages, weird creatures on operating tables

Metropolitan Mansion: Marble columns, giant portraits in gilded frames, lavish curtains, austere servants, an expensive carriage with purebred horses

Necropolis: Wandering undead, broken gravestones, hooting owls, clouds of bats, a blood-red moon

Ominous Castle: Black stone walls, a throne of skulls, drafty corridors, an empty banquet hall with skeletons in the chairs, dangerous guards on patrol

Opulent Business: Gaudy decorations, rowdy gamblers, ornate murals, live music, expensive food and drink

Pirate Ship: Sinister pirate flags, corpses hung from masts, repaired cannon damage, a ragged parrot

Secluded Sewer Lair: Floating detritus, wet stone walls, a horrible stench, rats, inexplicable green goo

Volcano Base: Lava, protective wards, craggy rooms, minions in protective suits, pools of boiling water, the smell of sulfur

War Camp: Animal-hide tents, vicious sparring matches, percussive war songs, bonfires, the ring of a blacksmith's hammer, the scent of cooking (animal?) flesh

Wizard's Tower: Narrow spiral staircase, floating tomes, crystals, a magic mirror, animated furniture, phantasmal minions at work

Villainous Lines

Many villains have a way with words, driving the knife deeper with a well-timed turn of phrase. It's just as likely one of the player characters will return an unserious quip to undercut the moment—all the more reason to see their head on a pike.

Opening Lines

Villains might say these phrases to begin a battle, or as a threat if they believe it might dissuade player characters mean to oppose them.

- "Every 'hero' who has come for me has died, and you will be no different."
- "Your head will look beautiful mounted on my wall."
- "Test yourself against me. Prove you can die with some style."
- "Do not embarrass yourself before your betters."
- "My god would slay you, and I am my god's hand."
- "Acquit yourself well and I might let you live to serve me."

Exit Lines

When a villain feels it's time to retreat and regroup, they can offer a parting shot.

- "You've won, but only for today!"
- "My hate for you will grow every second until we meet again."
- "Bah! Vengeance will be sweet!"
- "I must be going. Until next time!"
- "Don't come looking for me. When the time comes, I'll find you."
- "As long as my cause endures, so must I."
- "For every drop of my blood you've spilled today, I will collect a gallon of yours."

CHAPTER 2:
ANCESTRY NPCS

The surface of Golarion teems with humans, but they're far from the only inhabitants of the world. Prominent ancestries include dwarves, elves, halflings, and notorious goblins. Closer to the margins dwell the smaller communities of catfolk, kholos, tripkees, and more. The pervasive human cultures tend to dominate discussion and global politics, but other ancestries maintain their own traditions and values.

This chapter presents entries for every ancestry appearing in *Pathfinder Player Core* and *Pathfinder Player Core 2*. Each one includes several stat blocks and ideas to spice up your NPCs, come up with quick names, or evoke the ancestries' cultures. If an ancestry also has a section in *Pathfinder Monster Core*, that information is included in the entry's introductory text.

CROSSOVER ANCESTRY NPCS

Several of the NPCs in this chapter can fit well in the groups from Chapter 1.

Artisan: Dwarf smith (level 0, page 174), forlorn artist (level 2, page 178), goblin chef (level 1, page 186), halfling head chef (level 2, page 190), tengu bladesmith (level 6, page 213)

Courtier: Aiuvarin translator (level 0, page 178)

Criminal: Gnome daredevil (level 2, page 183), halfling smuggler (level 6, page 191), leaping thief (level 3, page 172)

Devotee: Spirit priest (level 5, page 174)

Engineer: Goblin scavenger (level 4, page 186), kobold trapper (level 2, page 198)

Explorer: Bleachling survivor (level 2, page 182), orc gamekeeper (level 4, page 206), tripkee camoufleur (level 2, page 214), tripkee scout (level 1, page 214), woodland scouts (level 8, page 179)

Laborer: Orc agriculturalist (level 1, page 206), root leshy groundskeeper (level –1, page 200), tumbleweed leshy courier (level 3, page 200)

Martial Artist: Orc veteran master (level 10, page 208)

Maverick: Bill-band (level 5, page 190), gambling companion (level 3, page 212), goblin get gang (level 5, page 187)

Mercenary: Bone scavenger (level 0, page 196), kholo outrider (level 7, page 197), kholo pragmatist (level 1, page 196), lucky courser (level 8, page 173), tunnel viper (level 1, page 210)

Military: Corn leshy throng (level 4, page 201), demonbane warrior (level 5, page 179), dwarf battalion (level 6, page 175), dwarf general (level 8, page 176), hobgoblin battalion (level 5, page 194), hobgoblin spellbreaker (level 3, page 194), hobgoblin vanguard (level 8, page 195), orc skullcrushers (level 7, page 207)

Mystic: Bone mother (level 6, page 211), gourd leshy witch (level 6, page 202), tripkee fiend keeper (level 7, page 215)

Official: Big boss goblin (level 6, page 188), elven court guard (level 13, page 180), kobold egg guardian (level 3, page 198), swarm voice (level 3, page 210), tidewater guard (level 4, page 204)

Performer: Halfling yarnspinner (level 7, page 192), iruxi masked mummer (level 9, page 204), razzle dazzler (level 5, page 183)

Primalist: Gnome conservationist (level 6, page 184), kobold earth diver (level 4, page 199)

Scholar: Catfolk name collector (level 6, page 172), dromaar lorekeeper (level 5, page 207), gnome philomath (level –1, page 182)

Seafarer: Jinx eater (level 4, page 212)

SECTIONS

This chapter includes ways to modify NPCs to better represent their ancestries and entries for non-human ancestries.

Ancestry Adjustments (page 168): This section includes stat adjustments for all the ancestries in this chapter. These can be applied to the NPCs from the rest of the book to turn them into dwarves, kobolds, ratfolk, and more.

Human Cultures (page 170): With the brief descriptions of major human cultures of Golarion, you can customize NPCs to give them flair related to their culture.

Ancestry Entries: These sections are much like those in Chapter 1 but include only NPCs closely tied in theme to the ancestry.

- Catfolk (page 172)
- Dwarf (page 174)
- Elf (page 178)
- Gnome (page 182)
- Goblin (page 186)
- Halfling (page 190)
- Hobgoblin (page 194)
- Kholo (page 196)
- Kobold (page 198)
- Leshy (page 200)
- Lizardfolk (page 204)
- Orc (page 206)
- Ratfolk (page 210)
- Tengu (page 212)
- Tripkee (page 214)

ANCESTRY ADJUSTMENTS

Many kinds of people call Golarion home. While most are humans, many are not. For important NPCs, it is generally more effective to use the full creature creation rules if you have time. Sometimes, though, you need an NPC with a different ancestry in a hurry. Like the elite and weak adjustments detailed in* Monster Core*, the following special adjustments can be used to quickly customize any human into one of many different ancestries.

As with any adjustments, these are meant to be fast, not comprehensive. It's best to check whether the adjustment makes the creature too powerful or contradicts other cultural precedents set in place. For example, when adding the lizardfolk adjustment to iruxi adapted to a desert environment, adding a swim Speed may not make sense.

These adjustments don't include ancestral weaponry, Hit Points, or attribute preferences. Additional adjustments to account for these should refer to the full character creation rules to ensure changes stay within level expectations.

Catfolk Adjustments

Catfolk are often avid travelers who will keep a collection of trinkets from their various journeys. They can often be extremely social, both within their community and with strangers. They tend to be quick on their feet.

- Replace the human trait with the catfolk trait.
- Add the Amurrun language.
- Add the following abilities.
  Low-Light Vision

Dwarf Adjustments

While some dwarves can be set in their ways, many strive to break the mold and explore less traditional avenues of life. They can be steadfast workers who possess an unnatural zeal for the intricacies of their work.

- Replace the human trait with the dwarf trait.
- Add the Dwarven language.
- Add a clan dagger to their items. Optionally, add a clan dagger melee Strike that deals damage equal to the creature's lowest melee Strike.
- Change Speed to 20 feet if higher.
- Add the following abilities.
  Darkvision

Elf Adjustments

Elves are long-lived and use their vast wealth of experience to fill many roles in society. Elves tend to be rather private people, often finding it difficult to form close bonds with shorter-lived ancestries.

- Replace the human trait with the elf trait.
- Add the Elven language.
- Optionally change Speed to 30 feet if lower.
- Add the following abilities.
  Low-Light Vision

Gnome Adjustments

Constantly seeking new thrills and experiences, gnomes can be found just about anywhere doing just about anything. Gnomes who fail to dream, innovate, and experience new things will succumb to the Bleaching. The color will drain from the gnome, and they will enter a state of deep depression. Those who survive are often morose but wise.

- Change size to Small.
- Replace the human trait with the gnome trait.
- Add the Fey and Gnomish languages.
- Add the following abilities.
  Low-Light Vision

Goblin Adjustments

Goblins are excellent at picking up new skills and finding their own creative ways of implementing them. Goblins prefer to live solely in the present, often caring very little about the wars and wisdom of the past. They strive for big creative dreams or small methodical advancement.

- Change size to Small.
- Replace the human trait with the goblin trait.
- Add the Goblin language.
- Add the following abilities.
  Darkvision

Halfling Adjustments

A halfling's wanderlust can lead them to all sorts of places and situations where they are often least expected to be. Halflings possess an uncanny luck that they use to pull off all sorts of mischievous and daring deeds.

- Change size to Small.
- Replace the human trait with the halfling trait.
- Add the Halfling language.
- Add the following abilities.
  Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of them. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Hobgoblin Adjustments

Hobgoblins have only recently begun to polish their tarnished reputation as a purely warmongering people, taking up more mundane professions.

- Replace the human trait with the hobgoblin trait.
- Add the Goblin language.
- Add the following abilities.

  Darkvision

Kholo Adjustments

Despite their reputation, kholo enjoy many aspects of life and can possess a variety of skills. They possess a deep reverence for their ancestors, often keeping their bones as art or jewelry. They are pragmatic to a fault, often seeking the quickest and most efficient path to their goals.

- Replace the human trait with the kholo trait.
- Add the Kholo language.
- Add a jaws Strike. It deals damage equal to the creature's lowest melee Strike.
- Add the following abilities.

  Darkvision

Kobold Adjustments

Kobolds constantly hunt for security and powerful entities, but the path they take can lead to unexpected destinations.

- Change size to Small.
- Replace the human trait with the kobold trait.
- Add the Sakvroth language.
- Add the following abilities.

  Darkvision

Leshy Adjustments

Leshies are nature spirits who have been granted a physical form. They have little tolerance for those who despoil natural places but can find family with anyone. For a fungus leshy, change references to plants to fungi.

- Change size to Small.
- Replace the human and humanoid traits with the leshy and plant traits.
- Add the Fey language.
- Add the following abilities.

  Low-Light Vision

  Verdant Burst (healing) When the leshy dies, a burst of primal energy explodes from their body, restoring Hit Points based on the leshy's level to each plant creature in a 30-foot emanation. This area is filled with plants, becoming difficult terrain. If the terrain is not a viable environment for these plants, they wither after 24 hours.

Level	Healing	Level	Healing
–1–0	1d4	10–11	6d8
1	1d8	12–13	7d8
2–3	2d8	14–15	8d8
4–5	3d8	16–17	9d8
6–7	4d8	18–19	10d8
8–9	5d8	20+	11d8

Lizardfolk Adjustments

Lizardfolk recently began to discover and adapt to different cultures while bringing in their own. Lizardfolk value patience and seek guidance in the stars above. They are able to adapt to almost any environment, but generally prefer to be near the water.

- Replace the human trait with the lizardfolk trait.
- Add the Iruxi language.
- Add a swim Speed of 15 feet.
- Replace any fist attacks with claw attacks. They deal slashing damage instead of bludgeoning.
- Add the following abilities.

  Deep Breath The iruxi can hold their breath for 15 minutes.

Orc Adjustments

An orc's life is often short and violent. While they do make excellent mercenaries, orcs are more than capable of succeeding in non-violent professions as well. Orcs are eager to prove themselves both on the battlefield and off.

- Replace the human trait with the orc trait.
- Add the Orcish language.
- Add the following abilities.

  Darkvision

Ratfolk Adjustments

A ratfolk's adaptability and love of travel benefit from their innate ability to take on many different roles anywhere they go. They often form quick friendships and value teamwork and community.

- Change size to Small.
- Replace the human trait with the ratfolk trait.
- Add the Ysoki language.
- Add a jaws Strike. It deals damage equal to the creature's lowest melee Strike and has the agile and finesse traits.
- Add the following abilities.

  Low-Light Vision

Tengu Adjustments

Tengu traveled from their ancestral home in search of a better life. They love collecting all kinds of things. They often pick up traditions as they travel and integrate them into their own. Most tengu consider their companions to be their most valuable collection.

- Replace the human trait with the tengu trait.
- Add the Tengu language.
- Add a beak Strike. It deals damage equal to the creature's lowest melee Strike and has the finesse trait.
- Add the following abilities.

  Low-Light Vision

Tripkee Adjustments

Tripkees are often cautious, but their cunning and creativity usually lends them success. While they try to avoid direct conflict, a tripkee will fiercely protect their home or community when cornered.

- Change size to Small.
- Replace the human trait with the tripkee trait.
- Add the Tripkee language.
- Add the following abilities.

  Low-Light Vision

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HUMAN CULTURES

The following cultures are well known in the Inner Sea region. More human cultures, both within the Inner Sea and beyond it, can be found in *Pathfinder Lost Omens Character Guide* and other Lost Omens setting books.

Garundi

Garundi comprise a large portion of the inhabitants of the continent of Garund. They reside throughout the northern and eastern countries, including Osirion, Thuvia, Katapesh, Geb, and Nex, as well as the city of Alkenstar in the Mana Wastes. They tend to be tall with broad shoulders and dark skin. Garundi generally have black curly hair that they often braid or loc, then decorate with ribbons or metal bands, so that they can more easily protect themselves from blowing sand and desert sun. Garundi hair often begins to gray earlier than other humans, beginning the process in their early 30s. Garundi fashion tends toward vibrant colors that can be seen from greatest distances in the monotone of the desert landscapes that many of them once traveled through.

Common Garundi Characteristics: Dark skin, hair in curls or locs that grays early, colorful loose clothing

Sample Garundi Names: Behin Ekri, Tellahi Zidel, Shasl Virend, Omare Khodal, Zantay Gulko

Garundi in Alkenstar

In Alkenstar, the typical flowing desert fashion is a lot harder to find, as too many moving parts and machinery make loose clothing dangerous to wear around the massive city. Working people of the city opt for tougher fabrics like leather to protect themselves, and goggles or other heavy eyewear replaces turbans or other cloth head coverings.

Keleshite

Keleshites are known for their diplomats, poets, and merchants, meaning their typical desert attire tends to leave their face uncovered to better convey speech and meaning. The typical Keleshite has tawny golden-brown skin, though some range into darker skin tones, and dark brown eyes. While they often cover their hair with head scarves and other cloth adornments, they have straight dark hair that is either kept short or tied up so it can stay protected from the wind-swept desert sands. Most Keleshite fashion favors flowing fabrics and layered pieces of clothing.

Common Keleshite Characteristics: Golden-brown skin, dark brown eyes, hair tied up under scarves or other head covers, loose flowing clothing

Sample Keleshite Names: Elissah Vhasti, Jahan Yaelat, Qiyab al-Acciai, Valeh Parub, Yazdahn al-Kawthir, Zartosh Basmat

Kellid

Kellids are a mostly nomadic group that inhabit the northern tundras and steppes stretching from the Realm of the Mammoth Lords through Numeria and reaching into Sarkoris. Most Kellids have dark brown hair and brown eyes, with tall and wiry frames. Their skin tones tend towards the pale as the sun reaches less in the icy tundras. Most Kellids travel light, preferring small jewelry and tattoos to larger accessories. Most Kellids can be found traveling alongside their tamed megafauna, and most gear they carry comes from animal materials and woods. Leathers, furs, and wool are the most common materials for clothing. Kellids rarely take time to dye their clothing too distinctly, instead leaving their clothing in its natural state, in whites, grays, and browns.

Common Kellid Characteristics: Pale skin, dark hair, tall and wiry, clothing made from animal skins and fibers, often accompanied by megafauna

Sample Kellid Names: Elka Snow Mane, Dorek Chuqu, Joresk, Nanug of Clan Blackmountain, Yalik Qanar

Kellids of Numeria

Numeria, with its higher access to technology and less-nomadic people, tends to have slightly different values than the typical Kellid norm. Numerian clothing is dyed and comes in brighter, more eccentric colors like blues and greens, showing off Numeria's higher focus on technology and alchemy. More tools and equipment from Numeria are made from high quality metals than other Kellid gear.

Mwangi

The people of the Mwangi Expanse are as varied as the people of the entire continent of Avistan. Zenj, Bekyar, Bonuwat, and other groups have their own distinct styles and cultures, but at most of them tend to have dark skin, dark eyes, and curly black hair (though how they style it varies from location to location). The Bonuwat are seafarers and traders who tend to keep their hair up so it's easier to keep dry when pushing boats through the water. The Zenj style their hair short and tightly curled. The Mauxi, residing primarily in lands close to Rahadoum and Thuvia, keep their hair covered in the same fashion as many desert traders. A more in depth look at the varied cultures of the Mwangi expanse can be found in *Pathfinder Lost Omens Mwangi Expanse*.

Common Mwangi Characteristics: Dark skin, lighter tropical clothing, dark curly hair

Sample Mwangi Names: Afyeh, Jireni Halkiko, Molule Sufu, Sifiso, Uleli Baako

New Thassilonian

New Thassilonians share their ethnic appearance with the Azlanti of old, meaning most have purple eyes and dark hair, with a tendency toward widow's peaks. However, beyond the physical similarities, New Thassilonians share little else, culturally, with their former kin. The current adjustment to modern-day Golarion has forced Thassilonians into one of the greatest cultural shifts in generations. Especially now, people of this region have taken efforts to catch up to the

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changed world around them by working with merchants and scholars from nearby cities and settlements to learn nearby languages and import material necessities. So, it's no surprise that the traditional Thassilonian clothing style of large billowing clothing with ruffles and muted colors has been shifting due to large influences from nearby Varisian, Ulfen, and Irriseni settlements. Fur-covered jackets, gloves, and boots have become a new fad, in addition to long, colorful scarves from Varisian merchants.

Common New Thassilonian Characteristics: Olive to pale skin, dark hair, green eyes, large billowing clothing, foreign accessories

Sample New Thassilonian Names: Angalthe Panphyle, Izebel Jureshu, Othollin Lazradan, Uzzora Maletal, Yovvio Sheariah, Zikkat Bashemat

Nidalese

The Nidalese people bear the physical influence of their patron god Zon-Kuthon, with most Nidalese having black hair, dark eyes, and skin of ashen gray. Their fashions favor black and gray outfits, with little in the way of colorful adornments. Piercings are incredibly prominent, and most Nidalese have at least one facial piercing, though many have several. Spiked jewelry and spikes on clothing are typical, as most of Zon-Kuthon's faithful celebrate the sharing of pain.

Common Nidalese Characteristics: Ashen gray skin, black hair, black and gray fashion, many visible piercings

Sample Nidalese Names: Aphalia Kiritane, Dazzei of Nisroch, Lechini Blackraven, Ostelle of Pangolais, Sirlink Craggox, Zivva of Ridwan

Shoanti

When pushed out of their homeland in southern Varisia, the ancestors of modern-day Shoanti took to the arid Storval Plateau. Today, nomadic Shoanti roam that area, resting in temporary camps before moving on. Each Shoanti is a member of one of seven quahs, or clans. This affiliation is often denoted through traditional complex tattoos. Shoanti have tawny or fair skin that is usually tanned and weathered by the elements. They tend to completely shave their heads when they reach adulthood, which adds to their imposing nature, as most Shoanti are tall and muscular. Shoanti fashion trends to the practical, with each quah having a slightly different style.

Common Shoanti Characteristics: Ruddy skin, shaved head, full-body tattoos, cloth and hide clothing

Sample Shoanti Names: Chanev Eagle Sight, Daloka Red Sun, Kanuta Nine Fingers, Nishi Split Bone, Unafar Ashen Eye, Yaniti Stone Breaker

Taldan

Taldans occupy most of the eastern and southern parts of Avistan, though the once-mighty Taldan Empire has long since fractured and any remaining remnants are in decline. Taldans are generally recognizable by their dark hair, bronze or tawny skin, and green, amber, or gray eyes. With their designs once being the standard for the Inner Sea, much of their style can be seen across the entire Avistani continent, with ruffled shirts, and primarily soft plant-based cotton and linen fabrics. Many Taldans also treasure accessories that have been passed down in the family.

Common Taldan Characteristics: Bronze skin, green or amber eyes, ruffled clothing, antique accessories

Sample Taldan Names: Bellus Denzarni, Cotenus Fahlspar, Darea Solari, Menas Robellar, Sepunia Heskillar, Vastren Porphygo

Cheliax and Taldor

Cheliax was originally founded as part of the Taldan Empire, and so its modern-day inhabitants are mostly ethnically Taldan. Old Cheliax's state-sanctioned diabolism affects the country's fashion and architecture—there is a heavy usage of red and black in both—and occasionally leads to a family line with red-tinted eyes.

Ulfen

Ulfens make up most of the inhabitants in the Land of the Linnorm Kings. Ulfens are typically tall and broad, with many reaching well above 6 feet tall. They have light blond or reddish hair that all genders like to leave long and braided, and are known to have blue or green eyes. Ulfen culture greatly values strength, and most Ulfen people train in some form of combat starting in childhood. The Land of the Linnorm Kings' cold climate leaves little room for light clothing, and most Ulfen cover themselves in warm, layered apparel typically made of wools, leathers, furs.

Common Ulfen Characteristics: pale skin, tall and broad, blond hair often braided, blue or green eyes, round shields

Sample Ulfen Names: Alna Siggdottir, Esten Wolfmane, Hernar Petirsson, Ingirt Frostvale, Regni Iceheart, Oluv Eddson, Syrine Hildottir

Varisian

Varisians have ranged all across Avistan, roaming out from their ancestral homeland of Varisia long ago. Though they were once associated with nomadic merchant caravans, most Varisians today are settled within cities and villages. Their current fashions reflect this heritage; most Varisians are seen adorned with all kinds of jewelry, hair accessories, and other accouterments strapped to their clothing. Varisians are also known for their extremely colorful and particularly long scarves that are often adorned with small baubles and bangles. Varisians have skin tones ranging in the lighter to russet browns with a wide array of hair colors, and many are covered in tattoos. Varisian eye colors trend toward vibrant colors with purple, yellow and deep green eyes being just as common as brown ones.

Common Varisian Characteristics: Brown skin, unusually colored eyes, long scarves, heavily tattooed

Sample Varisian Names: Alezar Staphoiu, Kizzia Minu, Iorghel Bobinet, Orchillo Allivisi

LUCKY SOUVENIRS

Most catfolk proudly display good luck charms from personally meaningful travels or from when they earned their name. This could be a pendant made from a rock found atop a mountain, a lock of hair from a long-separated lover, a walking stick carved from a tree felled by an historic storm, a dawnsilver chain from an elven ruin, or a colorful feather from a trackless jungle.

CATFOLK

Catfolk can be found traveling almost anywhere, and they are quick to settle down for a chat when they encounter fellow travelers. Some trade stories, act as guides, or operate at the fringes of polite society. Catfolk pouncer statistics appear on page 52 of *Monster Core*.

Leaping Thief

Some catfolk take advantage of their natural agility to steal from those too slow to catch them. They usually target notorious misers and others who obviously have money to spare—sometimes to help the needy, sometimes for simple profit.

LEAPING THIEF — CREATURE 3

MEDIUM CATFOLK HUMANOID

Perception +10; low-light vision

Languages Amurrun, Common

Skills Acrobatics +11, Athletics +7, Deception +10, Society +9, Stealth +11, Thievery +9

Str +0, **Dex** +4, **Con** +2, **Int** +1, **Wis** +0, **Cha** +3

Items claw blade$^{\text{PC2}}$, leather armor, thieves' toolkit

AC 20; **Fort** +7, **Ref** +11, **Will** +7

HP 38

Speed 25 feet, climb 10 feet

Melee ◆ claw blade +11 (agile, deadly d8, disarm, finesse, versatile P), **Damage** 1d4+6 slashing

Melee ◆ claw +11 (agile, finesse, unarmed), **Damage** 1d4+6 slashing

Coiled Leap ◆◆ The leaping thief Leaps up to 10 feet vertically or 30 feet horizontally.

Sneak Attack The leaping thief deals an extra 1d6 precision damage to off-guard creatures.

Stealthy Pad ◆ **Frequency** once per round; **Effect** The leaping thief Steps, then Hides or Sneaks, ignoring difficult terrain for this movement.

Unexpected Angle When the leaping thief successfully Tumbles Through a foe's space or Leaps to a position higher than a foe, the foe is off-guard against the next attack the leaping thief makes before the end of their turn.

Catfolk Name Collector

Name collectors are esteemed touchstones of catfolk culture. They record the adventures of catfolk heroes, speak to spirits, and tell legends about strange and faraway places.

CATFOLK NAME COLLECTOR — CREATURE 6

MEDIUM CATFOLK HUMANOID

Perception +13; low-light vision, spiritsense (imprecise) 30 feet

Languages Amurrun, Common

Skills Catfolk Lore +15, Occultism +12, Performance +14, Society +12

Str +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +1, **Cha** +4

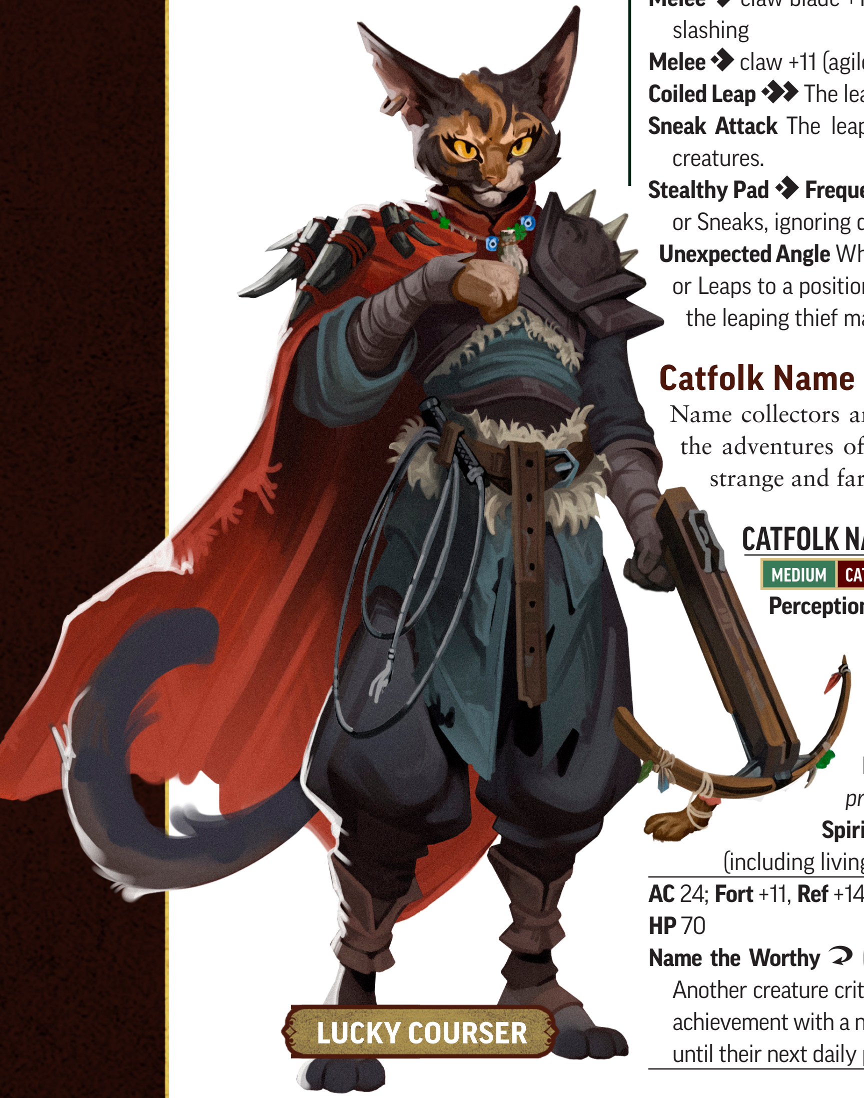
Items leather armor, *+1 sickle*, *scroll of command*, *scroll of protection*

Spiritsense The name collector senses spirits, embodied or not (including living creatures, most non-mindless undead, and haunts).

AC 24; **Fort** +11, **Ref** +14, **Will** +13

HP 70

Name the Worthy ⤾ (auditory, linguistic, mental) **Frequency** once per day; **Trigger** Another creature critically succeeds at a check; **Effect** The name collector honors the achievement with a new name. The creature gets a +1 status bonus on the same check until their next daily preparations. They become temporarily immune for 1 month.



LUCKY COURSER

Speed 25 feet

Melee ◆ *sickle* +15 (agile, finesse, magical, trip), **Damage** 1d4+9 slashing

Melee ◆ claw +14 (agile, finesse, unarmed), **Damage** 1d4+9 slashing

Occult Prepared Spells DC 24, attack +16; **3rd** *heroism*, *illusory creature*; **2nd** *laughing fit*, *see the unseen*, *soothe*; **1st** *bless*, *spirit link*, *sure strike*; **Cantrips (3rd)** *daze*, *detect magic*, *read aura*

Lucky Courser

Masterful catfolk hunters travel the far corners of the world, stalking terrible the monsters who dwell there in hopes of someday putting an end to their predations. They eagerly cooperate with other adventurers to defeat demons, aberrations, and malevolent beasts and fey.

LUCKY COURSER — CREATURE 8

MEDIUM **CATFOLK** **HUMANOID**

Perception +18; low-light vision, scent (imprecise) 30 feet

Languages Amurrun, Common, Fey

Skills Acrobatics +16, Athletics +14, Deception +14, Nature +16, Lore about a magical creature type (such as Demon Lore or Kaiju Lore) +16, Stealth +18, Survival +16

Str +2, **Dex** +4, **Con** +3, **Int** +1, **Wis** +2, **Cha** +2

Items *+1 striking arbalest* (20 cold iron bolts, 20 dawnsilver bolts), *+1 whip*, leather armor

Warning Ears ◇ (visual) **Trigger** The lucky courser rolls initiative using Perception or Survival; **Effect** Their expressive ears twitch in alarm, granting allies within 10 feet a +2 circumstance bonus to initiative rolls.

AC 27; **Fort** +17, **Ref** +18, **Will** +14

HP 140

Guide to Fortune ⤾ (fortune) **Frequency** once per hour; **Trigger** The lucky courser or an ally within 10 feet fails a Reflex save, Acrobatics check, or Athletics check; **Effect** The triggering creature rerolls the save or check and uses the better result.

Speed 25 feet

Melee ◆ *whip* +20 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+12 slashing

Melee ◆ claw+19 (agile, finesse, unarmed), **Damage** 1d4+12 slashing

Ranged ◆ *arbalest* +20 (backstabber, magical, range increment 110 feet, reload 1), **Damage** 2d10+6 piercing

Elusive Hunter The lucky courser can Hide and Sneak in any natural terrain and in lesser cover from allies.

Feline Skirmish ◆ **Frequency** once per round; **Effect** The lucky courser can Interact to reload their arbalest, Step, and Strike, taking the actions in any order. The Step ignores difficult terrain.

Head Shot ◆◆ (manipulate) The lucky courser Creates a Diversion and then Strikes. The target is dazzled until the end of the lucky courser's next turn on a successful Strike (or blinded on a critical hit).

Catfolk Names

It's not unusual for a catfolk to take a new and more fitting name upon reaching adulthood, or more traditionally, to ask one from a mentor or elder.

Sample Catfolk Names: Ashkesh the Razorclaw; Claydia One Arrow; Elendeth the Fathomless Dive; Ethsa Farsight; Famsil Thousand Tales; Moonlight Climber Murruno; Niftet Demon Dasher; Salveina the Qlippoth-Slayer; Sarenda, Finder of Fallen Stars; Seryo Shadowpath; Teserno, the Fooled Devil; Ummorn, Hunter of Horrors; Zeldaneth the Lionfang

Superstitions

Interpreting Bad Luck: A spate of bad luck is a sign from the spirits of creation as to how to solve a current problem of yours. Thank the spirits for the clue lest they send you more unpleasant clues.

Interpreting Good Luck: Good luck is an offer from the spirits of creation. The most improbable part of the situation is a sign of which spirit you should repay with a token offering to buy more good luck.

Buying Good Luck: Spirits often repay service with good luck. Choose a spirit, even a catfolk-favored god like Desna or Sarenrae, and follow an edict of theirs. They will reward you with fortune in a future endeavor.

Losing Good Luck: A streak of good luck won't last if you rely on it at length. Instead, seek rest and safety after a spate of good luck to prolong it.

Closed Doors: Catfolk habitually leave doors open behind them. A door left closed in a home, inn, or dormitory attracts bad luck unless there is someone seeking privacy behind it, as it blocks the free movement of air spirits.

Shadow Reading: Look for patterns in dancing shadows around a large fire to find clues about future problems.

Unfinished Stories: Interrupting a story or performance is unlucky unless the person telling the story or performing picks up where they left off.

Catfolk Quests

d10	Quest
1	Return a lucky souvenir confiscated by an officer.
2	Learn the story of a forest ghost.
3	Banish a cuckoo hag haunting a remote swamp.
4	Steal a book from a greedy mage to learn a rare spell, then return it unnoticed.
5	Find a beast that came from the First World and lure it back there.
6	Discover a route through a treacherous wilderness.
7	Bring home a catfolk political leader who left to wander the seas after losing an election.
8	Trade for the exceptional alchemical wares of a remote and insular enclave.
9	Find the lost shrine of an upset nature spirit vexing travelers on a lonely road and re-dedicate it.
10	Return a sacred relic to the tomb it was stolen from.

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STRATA OF LIFE

Dwarves tend to be broken up into three groups: underground dwarves, mountain dwarves, and surface dwarves. Each of these groups lives within a different elevation but tend to share common traits within their particular stratum. Underground dwarves tend to be more traditionalist as they're more closely connected to ancient dwarven origins. Mountain dwarves are usually in search of glory, either through their skill, knowledge, or combat prowess. Surface dwarves are the most varied, and their cultures greatly outnumber those of other dwarves.

DWARF

From the dwarven perspective, most things in life are best done correctly, and that means taking one's time. Dwarves are a focused and intentional people, taking years or even decades to ply their trades, doing their best to make every detail perfect. The patience and dedication required for such tasks pays off, and many dwarves become experts in their respective field, trade, or area of focus. Many dwarves uphold traditions, and since dwarven origins trace back to underground life, many still hone skills focused on life underground. More dwarf statistics appear on page 135 of *Monster Core*.

Dwarf Smith

Many dwarves become smiths as their attention to detail, lifestyles that keep them close to useful materials such as iron, and a pride in their work all come together to become a brilliant skill set for working with armaments. Though dwarves are capable of smithing most any kind of item, most focus on armaments as a way of creating objects to defend their fellow dwarves.

DWARF SMITH — CREATURE 0

MEDIUM | DWARF | HUMANOID

Perception +5; darkvision

Languages Common, Dwarven

Skills Athletics +6, Crafting +12 (+13 blacksmithing), Society +6

Str +2, **Dex** +1, **Con** +2, **Int** +3, **Wis** +1, **Cha** –1

Items artisan's toolkit (blacksmithing), clan dagger, leather apron (functions as padded armor), light hammer

Blacksmithing Specialist For encounters involving blacksmithing, the dwarf smith is a 5th-level challenge.

Temper Armament (downtime) The smith spends 1 day tempering a single suit of metallic armor, metallic shield, or metallic weapon. Tempering armor or a shield increases its Hardness by 1. Tempering a weapon grants the weapon a +1 circumstance bonus to damage rolls. Regardless of the item, the tempering remains for 3 days, after which item is temporarily immune to further tempering for 1 week as the technique would otherwise damage it.

AC 14; **Fort** +6, **Ref** +3, **Will** +5

HP 12; **Resistances** fire 1

Speed 20 feet

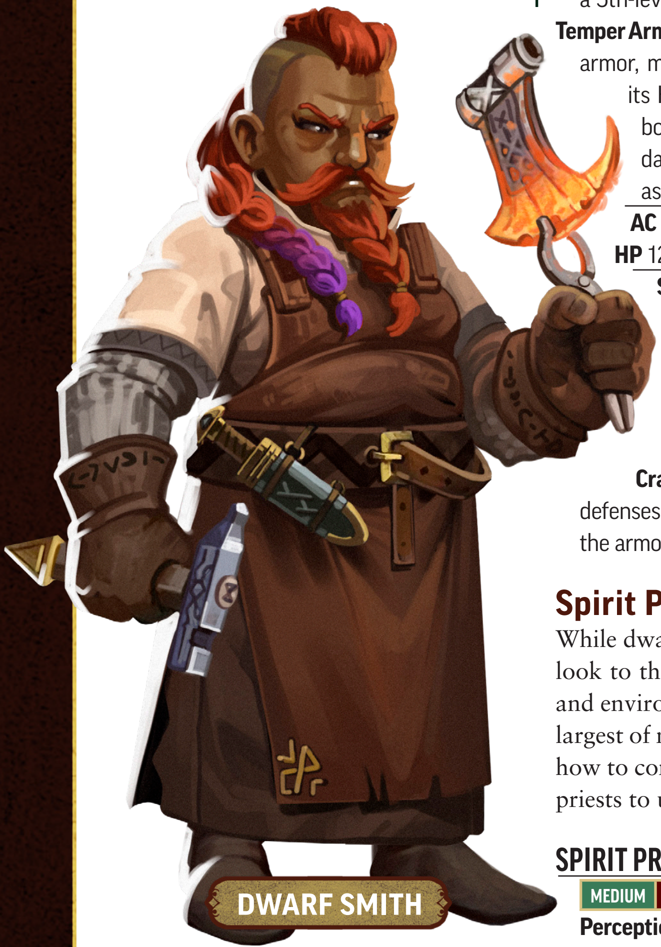
Melee ◆ light hammer +6 (agile), **Damage** 1d6+2 bludgeoning

Melee ◆ clan dagger +6 (agile, parry, versatile B), **Damage** 1d4+2 piercing

Melee ◆ fist +6 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ light hammer +4 (agile, thrown 20 feet), **Damage** 1d6+2 bludgeoning

Crack the Shell ◆◆ The dwarf smith makes a Strike to break a creature's defenses. If the Strike hits and the creature is wearing armor with Hardness 9 or lower, the armor is broken. This Strike doesn't further damage armor that's already broken.



DWARF SMITH

Spirit Priest

While dwarves worship gods like most any other ancestry, many dwarves also look to the spirits of the world for guidance and support. Most every object and environment in the world, from a simple rock to an expansive river to the largest of mountains, contains some kind of spirit. Dwarven spirit priests learn how to communicate with these spirits. This spiritual attunement allows these priests to use magic, as well as call on these spirits in times of need.

SPIRIT PRIEST — CREATURE 5

MEDIUM | DWARF | HUMANOID

Perception +12; darkvision

Languages Common, Dwarven, Empyrean, Fey, Petran, Pyric
Skills Athletics +12, Diplomacy +12 (+14 with spirits and haunts), Dwarf Lore +10, Occultism +10, Religion +14
Str +2, **Dex** +0, **Con** +3, **Int** +0, **Wis** +5, **Cha** +2
Items clan dagger

AC 19; **Fort** +12, **Ref** +9, **Will** +14
HP 78

Speed 20 feet
Melee ◆ clan dagger +11 (agile, parry, versatile B), **Damage** 1d4+6 piercing
Melee ◆ fist +11 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning
Divine Spontaneous Spells DC 22, attack +14; **3rd** (3 slots) *noise blast*, *safe passage*, *spiritual armament*; **2nd** (4 slots) *augury*, *heal*, *noise blast*, *see the unseen*; **1st** (4 slots) *bless*, *fear*, *infuse vitality*, *spirit link*; **Cantrips (2nd)** *detect magic*, *divine lance*, *guidance*, *shield*, *stabilize*
Spirit's Interference ◆◆ The spirit priest calls out to a local spirit to assault the priest's enemies. The spirit unleashes a blast of rocks, attacks with a set of vines, or uses some other appropriate part of the environment to attack all creatures in a 10-foot burst within 30 feet of the priest. The attack deals 6d6 bludgeoning damage with a DC 18 basic Reflex save. The spirit priest can't use Spirit's Interference for 1d4 rounds. The GM might have this ability deal a different damage type based on the local spirits, such as fire damage when calling on a fire spirit.
Spiritual Edge ◆ (concentrate, spellshape, spirit) The spirit priest aligns their spirit with their magical effects, enhancing the power of their spells. If their next action is to Cast a Spell that deals damage and doesn't have a duration, the spell deals additional spirit damage equal to the spell's rank.

RIVETHUN

The practice known as Rivethun is the most popular form of spiritual connection among dwarves. Rivethun teaches that spirits are everywhere and even gods are themselves spirits, albeit much higher in a spiritual hierarchy. Rivethun adherents learn to tap into past pains to help focus their minds and use this focus to unlock greater potential within themselves. Whether this potential is in the form of spellcasting or a greater understanding of spirits varies between individuals.

Dwarf Battalion

Dwarven soldiers make formidable units, capable of holding their own against most enemies. In combat, a dwarf battalion is a well-oiled machine, unleashing coordinated attacks against foes.

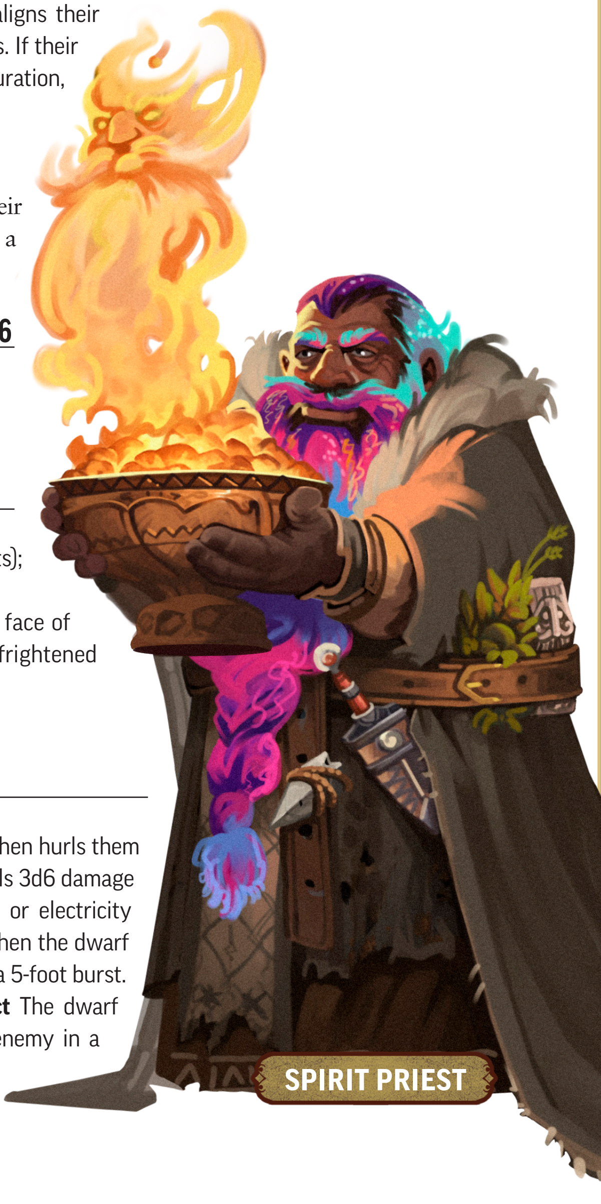
DWARF BATTALION CREATURE 6

GARGANTUAN DWARF HUMANOID TROOP

Perception +13; darkvision
Languages Common, Dwarven
Skills Athletics +15, Survival +13, Warfare Lore +11
Str +5, **Dex** +1, **Con** +4, **Int** +0, **Wis** +3, **Cha** –1

AC 22; **Fort** +16, **Ref** +11, **Will** +13
HP 105 (4 segments); **Thresholds** 70 (3 segments), 35 (2 segments); **Weaknesses** area damage 5, splash damage 5
Dwarven Doughtiness Dwarves are often calm and collected in the face of imminent danger. At the end of the battalion's turn, reduce its frightened condition by 2 instead of 1.
Troop Defenses (page 231)
Reactive Strike ⤾ (page 231)
Shield Block ⤾ (page 231)

Speed 20 feet; troop movement (page 231)
Bombing Barrage ◆◆ The dwarf battalion draws alchemical bombs, then hurls them at distant foes. This volley is a 10-foot burst within 60 feet that deals 3d6 damage with a DC 21 basic Reflex save. The damage is either acid, fire, or electricity damage, depending on which type of bombs the battalion used. When the dwarf battalion is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.
Coordinated Pummel ◆ to ◆◆◆ **Frequency** once per round; **Effect** The dwarf battalion unleashes a storm of warhammer blows against each enemy in a 5-foot emanation (DC 21 basic Reflex save). The damage depends on the number of actions.



SPIRIT PRIEST

DWARVEN BEARDS

While the idea of a dwarf typically brings to mind a stout, bearded man, the beard isn't exclusively a feature among male dwarves. Any dwarf, regardless of gender, is capable of growing an impressive beard. In surface dwarven cultures, men tend to be the ones most likely to grow and maintain a beard. Among underground dwarves, beards are more common across the board. Growing a beard is ultimately a matter of personal taste.

- ◆ 1d8 bludgeoning damage
- ◆◆ 2d8+5 bludgeoning damage
- ◆◆◆ 3d8+5 bludgeoning damage

Dwarven War Song ◆ (auditory, concentrate, emotion, fear, mental) The battalion joins together to sing a traditional song of battle. Each enemy in a 30-foot emanation must succeed at a DC 23 Will save or be frightened 1 (or frightened 2 on a critical failure). Each enemy is then temporarily immune for 10 minutes.

Shields Up! ↺ The battalion raises their steel shields. It gains a +2 circumstance bonus to AC and Reflex saves until the start of its next turn.

Dwarf General

Dwarven generals embody pride in knowledge and tactical acumen, using their understanding of warfare and battlefield strategy to coordinate their subordinates into optimal locations. They also remain ready to enter combat at a moment's notice and bring a fight to an enemy themselves.

DWARF GENERAL CREATURE 8

MEDIUM DWARF HUMANOID

Perception +16; darkvision

Languages Common, Dwarven

Skills Athletics +19, Diplomacy +12, Intimidation +14, Medicine +15, Society +13, Survival +15, Warfare Lore +15

Str +5, **Dex** +0, **Con** +4, **Int** +2, **Wis** +2, **Cha** +1

Items arbalest (10 bolts), clan dagger, full plate, steel shield (Hardness 5, HP 20, BT 10), *+1 striking warhammer*

Opening Orders (auditory, linguistic) ◇ **Trigger** The dwarf general rolls initiative and can see at least one enemy; **Effect** The general unleashes a command to ready for combat. Each ally within 120 feet that can hear the general can either Raise a Shield or Step as a free action when it rolls initiative.

AC 26; **Fort** +18, **Ref** +14, **Will** +16

HP 150

Dwarven Doughtiness As dwarf battalion.

Reactive Strike ↺ (page 231) The dwarf general gains an additional reaction at the beginning of each of their turns that they can use only for a Reactive Strike.

Shield Block ↺ (page 231)

Speed 20 feet

Melee ◆ *warhammer* +20 (magical, shove), **Damage** 2d8+11 bludgeoning

Melee ◆ clan dagger +19 (agile, parry, versatile B), **Damage** 1d4+11 piercing

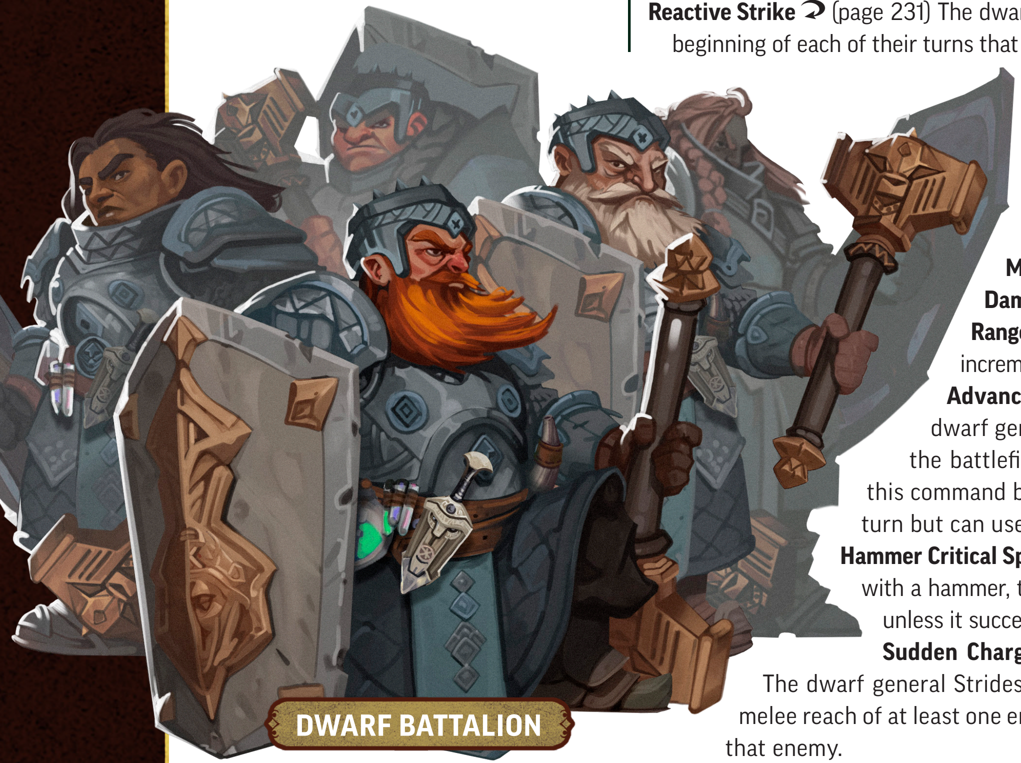
Melee ◆ fist +19 (agile, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

Ranged ◆ arbalest +15 (backstabber, range increment 110 feet, reload 1), **Damage** 1d10+6 piercing

Advancing Orders ◆ (auditory, linguistic) The dwarf general issues a command to push forward on the battlefield. Each ally who hears and understands this command becomes quickened until the end of its next turn but can use the extra action only to Step or Stride.

Hammer Critical Specialization When the general critically hits with a hammer, the target of the critical hit is knocked prone unless it succeeds at a DC 26 Fortitude save.

Sudden Charge ◆◆ **Frequency** once per round; **Effect** The dwarf general Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.



DWARF BATTALION

Dwarf Names

Full dwarven names include the dwarf's family and clan, and are given during first introductions and formal announcements, alongside any other honorifics. A dwarf's clan name and family name might be the same; this is especially true for the leaders of that clan.

Sample Names: Agmon Stepwell, Artuk Drurmin, Dalmar Kronnin, Efnna Ignarr, Gotrir Norkinn, Hrynn Pottrus, Krask Ralkken, Lutha Amberheart, Mardit Rubyfinder, Nordrym Gladhammer, Pillith Temperheart, Rizmit Longsteel, Ronar Palecask, Taargick Haleheart, Tinna Copperstone, Voknna Stoutheart, Zotra Goldbinder

Sample Clan Names: Aringeld, Breakiron, Firecask, Gelderon, Grimmark, Ironfist, Molgrade, Orridus, Runebinder, Stonefist, Tolorr, Vanderholl

Dwarven Curses and Exclamations

While dwarves have expletives and vulgar words just like any other ancestry, many dwarves prefer to use more creative phrases when things go wrong or unexpected event occurs.

Badger's ale!: An exclamation when food or drink is of poor quality, usually the kind left for animals to consume.

Call your clan: An insult hurled when someone is upset to add salt to the wound, much in the same way one would tell someone to call for their parent.

Daggerless: Attached to an insult to increase its intensity, such as a daggerless oaf or a daggerless fiend.

Droskar mind you/them: A condescending phrase meant to sound like well-wishing, as most dwarves look upon Droskar unfavorably.

Drurvir: An ancient Dwarven word roughly translating to "clan runaway." Now used as a general insult based on someone's uncouth behavior. As in, "she was being a real drurvir at the tavern."

It/they curdle my beer: Expressed in frustration with a given subject, usually a subject that's gotten on one's nerves.

It's/they're taking the Quest for Scrap: Noting that the object is of low quality or the person is putting in poor work.

Kiss my stone!: A statement hurled at an offender, usually in the wake of an offender's insult.

To the forgotten clans with it/them: Said when someone is upset with a thing or person and wishes to be rid of the source of their frustration.

Torag's tongs!: Used both as a statement of surprise and a well-meaning phrase when things go in one's favor.

Turgiskk: An ancient Dwarven word roughly translating to "made in haste." Now used as a general expletive, typically when referring to someone's or something's quality. As in, "he's a turgiskky smith, his crafts are all turgiskk."

Well, shave my beard and call me human!: A general statement of surprise.

Dwarven Signatures

Dwarves show artistic pride through signature details.

d20	Signature Detail
1	A set of musical notes for a signature melody.
2	A natural motif such as a specific mountain or tree.
3	A specific line from a prayer to a patron god.
4	A favorite lyric from a song.
5	A unique rune drawn, carved, or stamped on the item.
6	A stylized drawing or carving of a favorite animal such as a badger, goat, lizard, or mule.
7	A tiny fragment of a certain gemstone or a piece with the gem's coloration embedded in the item.
8	Removable pieces that form a unique piece of art.
9	A symbol that appears when viewed from one angle.
10	An obvious detail in a nigh-inaccessible part of the item, such as within a sealed portion.
11	A religious symbol of the crafter's patron god.
12	A dedication to a specific loved one.
13	A practical signifier of the item's origin, usually with an address or workshop name.
14	A particular technique in the item's creation, such as a unique form of braiding or overlaying metal pieces.
15	A piece that rings with a specific tone when struck.
16	A small face on an inconspicuous part of the item.
17	A tale told across multiple items, line by line.
18	A piece of colored glass.
19	A small, stylized drawing or carving of a favorite plant.
20	A thin inlay of a particular metal, such as a small strip of gold or bronze.

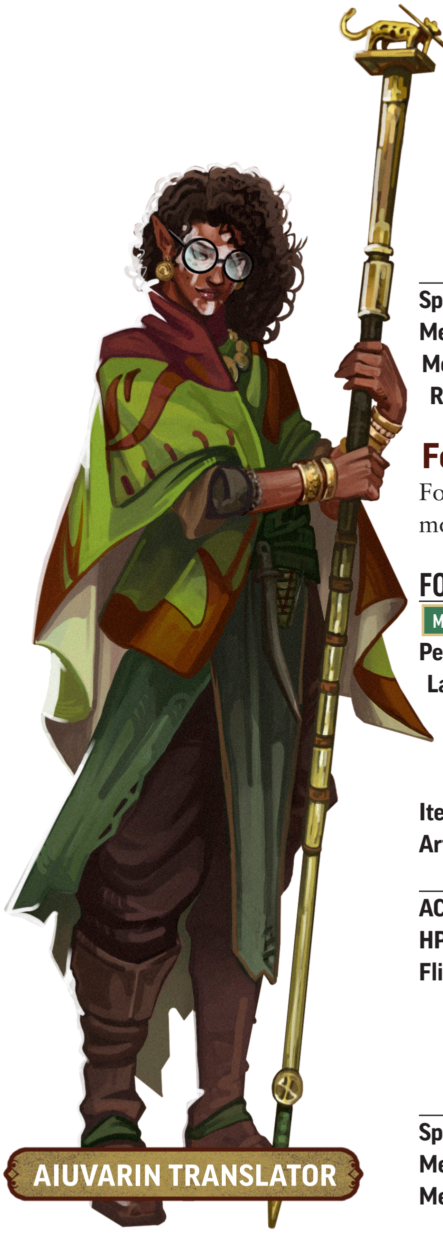
Unlikely Dwarven Expertise

Though most dwarves deal in traditional dwarf trades like mining and smithing, dwarven skill sets can be varied.

d20	Expertise
1	Making ceramic figurines of famous heroes or legends
2	War reenactor for battles not featuring dwarves
3	Creating clockwork devices
4	Cliff diving
5	Long-distance running
6	Operatic singing
7	Raising birds or ornithology
8	Perfumes and other aromatics
9	Growing above-ground flowers and plants
10	Raising fish or ichthyology
11	Collector and restorer of antique furniture
12	Raising insects or entomology
13	Baking fine desserts and other treats
14	Collector and writer of romantic tales
15	Meteorology or astronomy
16	Storytelling dances
17	Creating stuffed animals
18	Cooking meals based on cuisine of other ancestries
19	Writing poetry
20	Developing puzzles and games

AIUVARIN

Born to unions of humans and elves, aiuvarins have lifespans longer than humans' but much shorter than elves'. They're most often lanky, with pointed ears that don't have the same thinness or length as those of elves. Many refer to aiuvarin as "half-elves," a term many find reductive or even slightly insulting. With the difficulty of fitting into either culture, a large number of aiuvarins make their own way. A sociable nature can lead aiuvarins to become entertainers, envoys, and artists.



AIUVARIN TRANSLATOR

ELF

Elves' long lives give them centuries to delve into studies, artistry, or exploration. More elf statistics appear on page 151 of *Monster Core*.

Aiuvarin Translator

Many societies recognize aiuvarins' skills as adept translators.

AIUVARIN TRANSLATOR CREATURE 0

MEDIUM AIUVARIN HUMAN ELF

Perception +5; low-light vision

Languages Common, Elven, two other common or uncommon languages

Skills Arcana +7, Diplomacy +8, Occultism +7, Performance +6, Religion +5, Society +7

Str +0, **Dex** +2, **Con** +0, **Int** +3, **Wis** +1, **Cha** +2

Items book of translations, quill pen (functions as a dart), staff, writing set

Linguistic Mastery The translator gains a +5 circumstance bonus to skill checks involving translating or deciphering languages. If the translator rolls a critical failure on a check to Decipher Writing, they get a failure instead.

Translation Specialist For encounters involving translating or deciphering languages, the translator is a 4th-level challenge.

AC 14; **Fort** +2, **Ref** +6, **Will** +9

HP 12

Crosstalk ↺ (auditory, concentrate, linguistic, mental) **Trigger** A creature within 20 feet of the translator would be targeted by or in the area of an ability with the linguistic trait; **Effect** The translator attempts a Performance check with a +5 circumstance bonus against the Will DC of the creature. On a success, the creature is unaffected by the linguistic effect, and the translator can choose to make the creature confused until the end of the creature's next turn.

Speed 25 feet

Melee ◆ staff +4 (two-hand d8), **Damage** 1d4+2 bludgeoning

Melee ◆ fist +6 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ quill pen +6 (agile, thrown 20 feet), **Damage** 1d4+2 piercing

Forlorn Artist

Forlorn elves, who spend their lives among shorter-lived peoples, often grow morose from constant loss. Some channel this melancholy into their art.

FORLORN ARTIST CREATURE 2

MEDIUM ELF HUMANOID

Perception +7 (+9 to notice unusual artwork); low-light vision

Languages Common, Elven, one regional language

Skills Art Lore +11 (+13 for visual arts), Crafting +11 (+13 to create or evaluate visual art), Diplomacy +9, Society +8

Str +0, **Dex** +3, **Con** –1, **Int** +4, **Wis** +1, **Cha** +3

Items art supplies, leather armor, rapier

Art Specialist For encounters involving crafting or evaluating art, the forlorn artist is a 4th-level challenge.

AC 18; **Fort** +3, **Ref** +9, **Will** +9; +1 circumstance vs. emotion effects

HP 26

Flick Ink ↺ **Trigger** The artist is targeted with a melee or ranged Strike by a creature within 15 feet; **Effect** The artist flings ink in the attacker's eyes. The attacker must succeed at a DC 18 Reflex save or be blinded. This takes effect before the attacker targets the artist. The blindness lasts until the end of the target's next turn, but the creature can Interact to rub its eyes to attempt a new save to end the condition.

Speed 25 feet

Melee ◆ rapier +9 (deadly d8, disarm, finesse), **Damage** 1d6+4 piercing

Melee ◆ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Arcane Innate Spells DC 18; **Cantrips (1st)** *figment*, *prestidigitation*, *sigil*

Cry of Ages ◆◆ The artist channels their loneliness into a wordless wail that forces others to contemplate their mortality. Each enemy in a 30-foot emanation must succeed at a DC 17 Will save or be frightened 1. A creature that critically fails is also stupefied 1 for 1 minute. Each creature is then temporarily immune for 1 minute.

Demonbane Warrior

Much of the land the elves left behind in ancient times was overtaken by demons. In the centuries since their return, elven demonbane warriors have sworn to reclaim their ancestral lands and fight the forces of evil.

DEMONBANE WARRIOR CREATURE 5

MEDIUM ELF HUMANOID

Perception +13; low-light vision

Languages Chthonian, Common, Elven

Skills Acrobatics +13, Demon Lore +12, Religion +11, Stealth +10, Survival +11

Str +3, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** +0

Items chain shirt, composite shortbow (20 arrows), cold iron elven branched spear (page 181)

Sin Sense A demonbane warrior automatically learns all weaknesses of a demon they've identified by Recalling Knowledge.

AC 22; **Fort** +11, **Ref** +13, **Will** +11

HP 76

Speed 30 feet

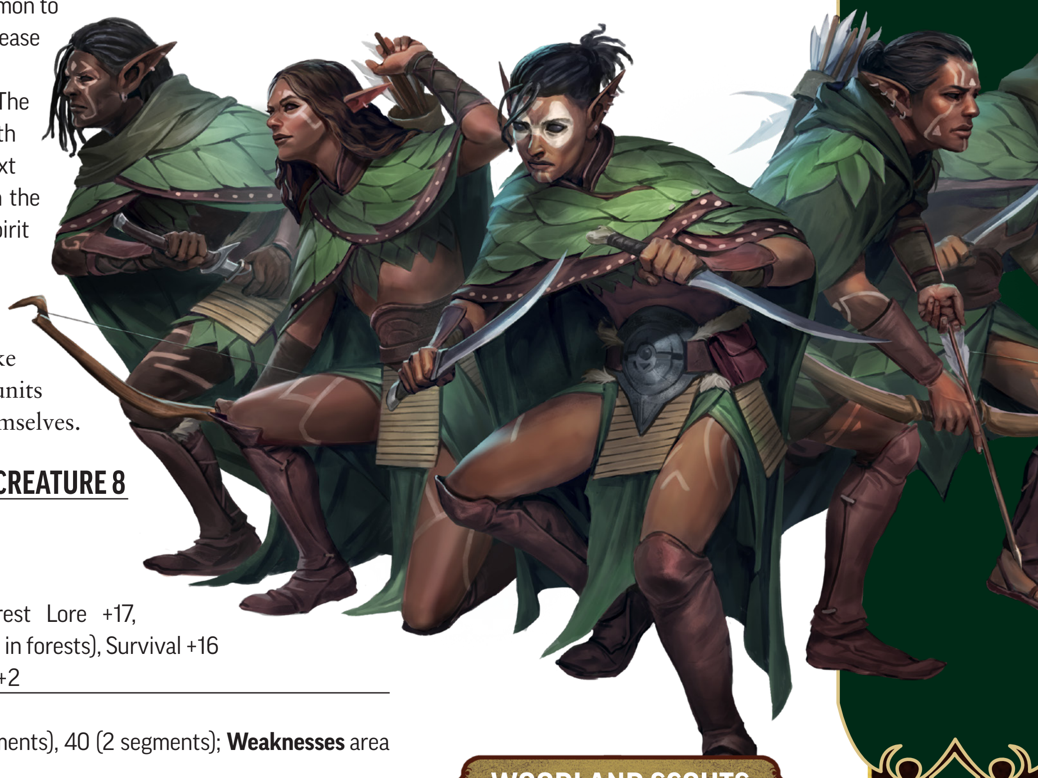
Melee ◆ cold iron elven branched spear +15 (deadly d8, finesse, reach), **Damage** 1d6+9 piercing

Melee ◆ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ◆ composite shortbow +15 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+7 piercing

Demonbane A demonbane warrior gains a +1 circumstance bonus to damage rolls against demons. If their actions force a demon to take damage from its sin vulnerability, increase the damage from the vulnerability by 2.

Imbue Righteousness ◆ (divine, holy) The warrior imbues a weapon they wield with holy energy. Until the start of their next turn, their Strikes with that weapon gain the holy trait and deal an additional 1d6 spirit damage to unholy creatures.


WOODLAND SCOUTS

Woodland Scouts

Elves of the forest or jungle take advantage of the terrain, operating in units that seemingly appear from the trees themselves.

WOODLAND SCOUTS CREATURE 8

GARGANTUAN ELF HUMANOID TROOP

Perception +18; low-light vision

Languages Common, Elven, Fey

Skills Acrobatics +16, Athletics +15, Forest Lore +17, Medicine +14, Nature +16, Stealth +18 (+19 in forests), Survival +16

Str +3, **Dex** +4, **Con** +0, **Int** +1, **Wis** +4, **Cha** +2

AC 27; **Fort** +12, **Ref** +18, **Will** +16

HP 120 (4 segments); **Thresholds** 80 (3 segments), 40 (2 segments); **Weaknesses** area damage 8, splash damage 8

Troop Defenses (page 231)

ALIEN ORIGINS

Unknown to most—even most elves—the elves' original homeland lies not on Golarion, but on the lush jungle planet of Castrovel, second from the sun. Upon the devastation of Earthfall, many elves fled through the *aiudara* portals to the legendary refuge of Sovyrian, though few realized it was a continent on another planet.

Speed 30 feet; forest passage, troop movement (page 231)

Among the Trees ◆ **Requirements** Every square the woodland scouts occupy is in forest terrain; **Effect** The woodland scouts disperse among the trees. They Take Cover and then use that cover to Hide, attempting a Stealth check.

Forest Passage Woodland scouts ignore any difficult terrain caused by plants and fungi, such as bushes, vines, and undergrowth.

Longbow Barrage ◆◆ The scouts draw or reload their longbows, then send forth a flurry of arrows. This barrage is a 10-foot burst within 100 feet that deals 3d8 piercing damage with a DC 24 basic Reflex save. If the scouts are hidden or undetected, this deals an additional 2d6 precision damage. When the troop is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Thicket of Blades ◆ to ◆◆◆ **Frequency** once per round; **Effect** The scouts engage in a coordinated melee attack against each enemy in a 5-foot emanation, with a DC 24 basic Reflex save. The damage depends on the number of actions.

◆ 1d8+3 slashing damage

◆◆ 2d8+6 slashing damage

◆◆◆ 3d8+9 slashing damage

Stealthy Formation If the scouts become hidden or undetected, they remain so until they take a hostile action.

Elven Court Guard

In the tangled web of lineages, rivalries, and shifting alliances that is an elven noble court, aristocratic families employ bodyguards loyal to them alone.

ELVEN COURT GUARD — CREATURE 13

MEDIUM | ELF | HUMANOID

Perception +24 plus vigilance; low-light vision

Languages Common, Elven, Fey, plus one regional language

Skills Acrobatics +26, Athletics +23, Intimidation +24, Heraldry Lore +21, Society +19

Str +4, **Dex** +5, **Con** +2, **Int** +2, **Wis** +3, **Cha** +1

Items *+1 resilient chain shirt*, *+1 striking low-grade cold iron elven curve blade*, *+1 striking composite longbow*

Vigilance A court guard gains a +1 circumstance bonus on Perception checks to Sense Motive and Seek creatures, and if they succeed, they get a critical success instead.

AC 35; **Fort** +20, **Ref** +27, **Will** +23; +1 status vs. mental effects

HP 225

Interposition ⤾ **Trigger** An ally within 15 feet of the guard would take damage; **Effect** The guard Strides. This movement does not trigger reactions, and the guard must end the Stride in a space adjacent to the ally. The guard then switches places with the ally, taking all damage and associated effects instead of the ally.

Speed 30 feet

Melee ◆ *elven curve blade* +27 (finesse, forceful, magical), **Damage** 2d8+12 slashing

Melee ◆ fist +26 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+12 bludgeoning

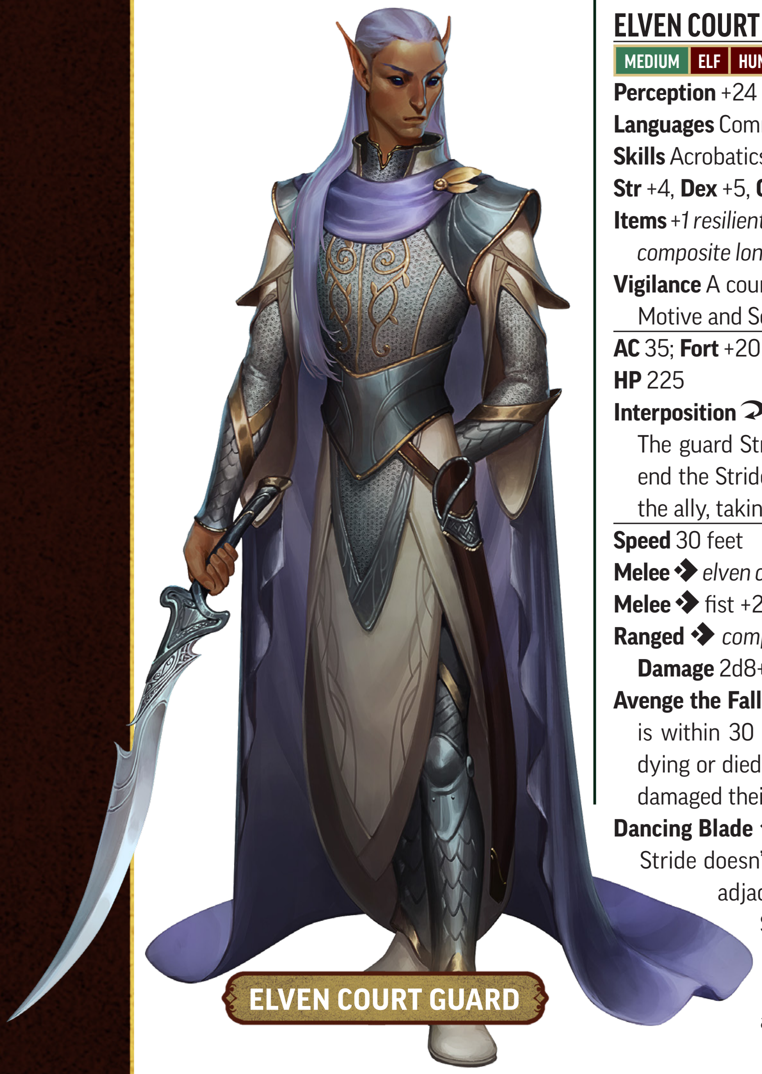
Ranged ◆ *composite longbow* +27 (deadly d10, magical, propulsive, volley 30 feet), **Damage** 2d8+10 piercing

Avenge the Fallen ◆ (fortune) **Frequency** once per round; **Requirements** The guard is within 30 feet of the creature they were guarding, and that creature is either dying or died since the guard's last turn; **Effect** The guard Strikes the creature that damaged their ally. They roll the attack roll twice and use the higher result.

Dancing Blade ◆◆ The guard makes a Strike against a creature, then Strides. This Stride doesn't trigger reactions. If the guard ends this Stride in a different space adjacent to the same creature, they make another Strike against it. If both Strikes succeed, the creature is off-guard until the start of the guard's next turn. Each attack counts toward the guard's multiple attack penalty, but the penalty doesn't increase until they've made both attacks.

ILDULIEL

An elf who believes they've been insulted can declare ilduliel. This intense feud marks the two as nemeses, setting off a series of moves and countermoves as the parties closely watch one another and put plans in motion to stop their counterparts from achieving their desires. The greater the emotional pain this causes, the more satisfying. From outside elf culture, ilduliel can look petty and protracted, though elves consider 100 years a reasonable length of ilduliel.



ELVEN COURT GUARD

Elf Names

An elf most commonly uses a nickname of an Elven, Common, or Fey word. Some prefer to go by their given name or full name and title. Aiuvarin names borrow words from a wide variety elf and human languages.

Sample Elf Names: Aderyasa, Aetarienne, Beleinatris Cessembral, Ceiyoera, Denasiara, Elianori, Evyrial the Fox, Halivestria, Firaniara, Ivalissuro, Kikonoria Silverthread, Light of Dawn, Linlena, Meirioniss, Neryssara, Oseiaja, Pelierani Tarathen, Riandielle, Sairaneva, Selastriel Lightbow, Siondaera, Teimoriana, Tristalien, Velianara, Yaelyta, Yellowjacket

Sample Aiuvarin Names: Annana Rhudari, Caedarion, Eldrig Kjellsson, Kanota, Iefariel, Longeared Thodd, Qizar Whitewind, Wyntaliesa

Elven Branched Spear

The demonbane warrior wields an elven branched spear. The weapon's statistics are in *Pathfinder Lost Omens Grand Bazaar*, repeated here for convenience. An elven branched spear is an uncommon martial weapon in the spear group. It deals 1d6 piercing damage and has 1 Bulk. It requires two hands to use and has the elf, deadly d8, finesse, and reach weapon traits. A basic version has a Price of 3 gp, though the cold iron one in the stat block is 44 gp.

Elven Aphorisms

Numerous elven cultures have aphorisms with themes of time and impermanence.

Better an open hand than a closed fist: Often misunderstood by others as advocating non-violence, this elven proverb is an admonishment not to hold anything too tightly, and to let things pass by when their time is through.

The fiercest flame leaves only ashes: Younger, more impulsive elves are told this by their elders as a reminder to take their time and consider their actions carefully.

Dawn and dusk touch one horizon: Events and changes that seem dramatic can't diminish your own personhood.

Don't call an hour a year: Said to chastise impatience, most often leveraged against humans to diminish the urgency they place on the passage of time.

Banquet Dishes

With regional variations, the following dishes might be found at an elven banquet table.

ELVEN BANQUET DISHES

d20	Dish
1	Bitter greens in rice broth
2	Candied cherry-ginger skewers
3	Lemon-infused elderflower wine
4	Mushrooms marinated in basil sunflower oil
5	Noodles with spring vegetables and olives
6	Poached salmon garnished with wildflowers
7	Roast rabbit with blueberry glaze
8	Spiced tomato salad with shaved radish
9	Seared venison peppercorn steak
10	Wild strawberry parfait topped with chocolate shavings
11	Shortbread fingers with lavender honey
12	Wafer with fresh berry mince
13	Acorn-crusted croquembouche
14	Herb-stuffed ripe plum
15	Marinated whole hummingbird
16	Clover soup
17	Maple and winter bark digestif
18	River trout sashimi with roe
19	Century-aged boar leg with mustard glaze
20	Twenty-color sponge cake

Ways to Remember the Lost

Forlorn elves lose generations of loved ones over their lifetimes and often, to their horror, find memories of their earliest companions growing fuzzy. To stave off this risk, they adopt numerous strategies.

IN MEMORIAM

d10	Remembrance
1	Add a portion of the deceased's name to one's own
2	Adopt a mannerism or habit of the deceased
3	Carry on the deceased's cause or mission
4	Commemorate the deceased's life with art, literature, or music
5	Craft a "memory locket" containing a lock of the deceased's hair
6	Keep a memento or belonging of the deceased
7	Take up a hobby of the deceased
8	Tell stories of the deceased to others
9	Train in the deceased's combat style
10	Watch over the next of kin

Of the Gods

Findeladlara guides skilled artists' hands
Yuelral's gems gleam bright
Ketephys hunts amid the woodlands
Desna watches over the night
But don't offend the Savored Sting
Or you might just find
Vengeance on your home she'll bring
And a future most unkind!

—Rhyme sung by elven children

Fervent Feuds

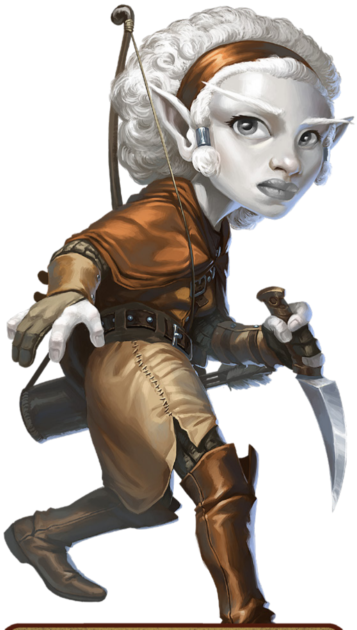
"You ask, cheekily, if I read your latest refutation of my work on the metaphysics of illusion spells; naturally, I perused your tragically misinformed 'rebuttal.' Your logic is so shaky that I can only conclude you intend to mock me, and therefore, I declare *ilduliel* against you..."

—Letter excerpt from scholar Alessentria Virai to her academic rival (and eventual wife) Nivorenna Cirilis, 4402 AR

BLEACHLINGS

Surviving the worst affliction known to gnomekind is no small feat, and those who do suffer through the bleaching are changed by their experience. You can add the following ability to any gnome stat block to represent a bleachling gnome.

Unflappable When the bleachling gnome rolls a critical failure on a check with the emotion trait, they get a failure instead.



BLEACHLING SURVIVOR

GNOME

Because their ancestors came from the First World, gnomes are intrinsically linked to the realm of the fey and crave the mystical and unpredictable. They seek to create daring works of art, voyage to new places, and have experiences they've never had before. Otherwise, they could fall victim to the terrible gnomish illness known as the Bleaching, which not only drains them of their color but of their spirits as well. More gnome statistics appear on pages 172–173 of *Monster Core*.

Gnome Philomath

The innate gnomish inclination to revel in new experiences leads gnome philomaths to delve as deeply as they can into the multitudes of knowledge contained within a library. These shrewd observers have encyclopedic memories and tend to surround themselves with piles of documents and trinkets pertaining to whatever subject currently holds their attention. As their interests branch from one topic to the next, a gnome philomath files away their discoveries to be referenced again another day.

GNOME PHILOMATH CREATURE -1

SMALL GNOME HUMANOID

Perception +5; low-light vision

Languages Common, Fey, Gnomish

Skills Athletics +3, Crafting +1, History Lore +5, One Additional Lore +5, Society +4, Thievery +3

Str +0, **Dex** +1, **Con** +0, **Int** +3, **Wis** +2, **Cha** +1

Items staff, writing set

Local Records Specialist For encounters involving local records and histories, the gnome philomath is a 5th-level challenge.

Helpful Hoard Gnome philomaths can quickly find almost any document in their vast collection. They gain a +8 circumstance bonus to skill checks involving local records and histories.

AC 12; **Fort** +2, **Ref** +5, **Will** +8

HP 7

Speed 25 feet

Melee ◆ staff +4 (two-hand d8), **Damage** 1d4 bludgeoning

Melee ◆ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Innate Primal Spells DC 13; **Cantrips (1st)** *detect magic*, *light*, *prestidigitation*

Mind if I Borrow That? ◆ The gnome philomath designates a single item within their sight as an item of interest to their studies. They then gain a +2 circumstance bonus to Disarm or Steal that item. They can only designate one item at a time in this way. If they use Mind if I Borrow That? to designate a new item of interest, they lose the bonus with the previous item.

Bleachling Survivor

It is almost unheard of for gnomes to survive the horrendous sickness known as the Bleaching, but those few who do are permanently altered. Having lived through the worst disease known to their kind, bleachling survivors often emerge jaded and reckless, traveling to seek out mind-bending experiences and heady thrills that will awaken something in them again. Though their experiences may toughen them, they are not unfriendly. Most try to help others they meet during their travels who might not be as unshakable.

BLEACHLING SURVIVOR CREATURE 2

UNCOMMON SMALL GNOME HUMANOID

Perception +8; low-light vision

Languages Common, Fey, Gnomish

Skills Intimidation +7, Medicine +8, Occultism +7, Survival +8
Str +1, **Dex** +1, **Con** +3, **Int** +1, **Wis** +3, **Cha** +1
Items dagger, longbow (20 arrows)
Unflappable When the bleachling survivor rolls a critical failure on a check with the emotion trait, they get a failure instead.

AC 17; **Fort** +5, **Ref** +8, **Will** +12
HP 34
Flinch Back ⤾ **Trigger** An enemy moves into an adjacent space; **Effect** The bleachling survivor Steps up to 10 feet. They must end this movement in a space that is not adjacent to an enemy.

Speed 25 feet
Melee ◆ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+1 piercing
Melee ◆ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning
Ranged ◆ longbow +9 (deadly d10, range increment 100 feet, volley 30 feet, reload 0), **Damage** 1d8 piercing
Ranged ◆ dagger +9 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing
Sneak Attack The bleachling survivor deals an extra 1d6 precision damage to off-guard creatures.

Gnome Daredevil

These nimble warriors capitalize on their slight stature and dexterous movements to evade and overtake their foes on the battlefield. Their unmatched skill with the gnome flickmace allows a daredevil to strike from a short distance and twirl away unscathed, sometimes hitting hard enough to topple their foes.

GNOME DAREDEVIL CREATURE 2

SMALL GNOME HUMANOID
Perception +5; low-light vision
Languages Common, Gnomish
Skills Acrobatics +8, Athletics +7, Performance +8, Thievery +7
Str +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +1, **Cha** +3
Items composite shortbow (20 arrows), gnome flickmace

AC 18; **Fort** +8, **Ref** +12, **Will** +5
HP 30

Speed 25 feet
Melee ◆ gnome flickmace +11 (reach, sweep), **Damage** 1d6+3 bludgeoning plus Knockdown (page 230)
Melee ◆ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning
Ranged ◆ composite shortbow +9 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+3 piercing
Daredevil Strike ◆◆ **Frequency** once per round; **Effect** The gnome daredevil Strides up to their Speed, makes a melee Strike, then Steps.

Razzle Dazzler

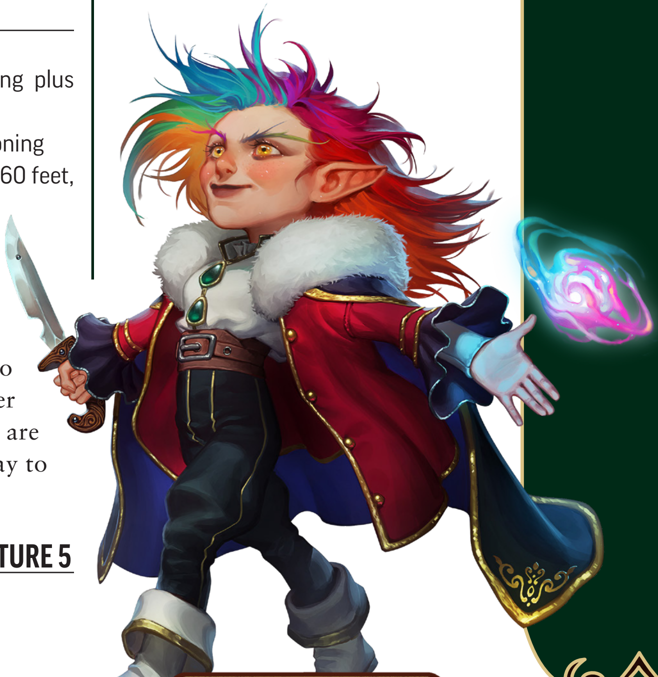
The razzle dazzler is a particularly beguiling sort of entertainer who specializes in delighting with illusions and showy displays. Whether with their illusory double or some well-timed fireworks, they are exceptionally good at keeping their audiences focused on one display to distract from the secrets that make their magic possible.

RAZZLE DAZZLER CREATURE 5

SMALL GNOME HUMANOID
Perception +12; low-light vision
Languages Common, Elven, Fey, Gnomish
Skills Arcana +10, Deception +14, Diplomacy +14, Intimidation +12, Performance +14, Thievery +12

GNOME ANIMAL COMPANIONS

Many gnomes, especially gnome conservationists, have close ties to burrowing animals, with some going so far to adventure alongside them. Such animals include badgers, wolverines, and other mustelids, but some gnomes have befriended more unusual burrowing animals, including pangolins and giant insects known as mining bees. A gnome with an interest in the Plane of Earth might even travel with a sod hound (*Monster Core* 142).



RAZZLE DAZZLER

Str +1, **Dex** +3, **Con** +1, **Int** +2, **Wis** +1, **Cha** +4

Items dagger, dueling cape, hand crossbow (20 bolts)

AC 20; **Fort** +9, **Ref** +12, **Will** +15

HP 78

Daunting Charisma ⬗ **Trigger** The razzle dazzler rolls initiative using Deception or Performance; **Effect** The razzle dazzler can attempt to Demoralize one creature they can see.

Speed 25 feet

Melee ◆ dagger +13 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Melee ◆ fist +13 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ◆ hand crossbow +13 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

Ranged ◆ dagger +13 (agile, finesse, thrown 10 feet), **Damage** 1d4+3 piercing

Arcane Spontaneous Spells DC 22, attack +15; **3rd** (3 slots) *enthrall*, *hypnotize*, *illusory disguise*; **2nd** (4 slots) *illusory creature*, *illusory object*, *laughing fit*, *revealing light*; **1st** (4 slots) *dizzying colors*, *illusory disguise*, *illusory object*, *ventriloquism*; **Cantrips (3rd)** *figment*, *light*, *prestidigitation*, *telekinetic hand*, *telekinetic projectile*

Dazzling Duplicate ◆ (arcane, concentrate, illusion, manipulate) The razzle dazzler creates an illusory duplicate of themself in their space that lasts for 1 round. A creature who attacks the razzle dazzler must first attempt a DC 11 flat check. On a failure, the attack misses the razzle dazzler and destroys the illusion instead, ending this effect.

GNOME PRANKS

Many gnomes are consummate tricksters trying to get a rise out of anyone they come across. Some do so to share the sense of whimsy that they hope permeates their own lives, while others simple enjoy the look of confusion and bewilderment on their victims' faces. However, gnome pranks are never physically harmful, and they are only slightly injurious to one's pride. Classic gnome pranks include pretending to be frozen in time when someone walks in the room, slipping a bit of extra spice (or some other unusual flavor) into a friend's food, and removing a room's door handles while someone is inside.

Gnome Conservationist

The natural world boasts unsurpassed beauty and countless variety, and the gnome conservationist is devoted to experiencing and protecting as many examples of this grandeur as they possibly can. These gnomes are stalwart allies to animals and plants, and they find it exceptionally easy to build an outstanding rapport with almost all creatures they encounter on their travels.

GNOME CONSERVATIONIST — CREATURE 6

SMALL | GNOME | HUMANOID

Perception +17; low-light vision

Languages Common, Gnomish

Skills Athletics +13, Crafting +11, Nature +15, Survival +15

Str +2, **Dex** +1, **Con** +1, **Int** +2, **Wis** +4, **Cha** +2

Items seeds (functions as sling bullets), *+1 sling*, trowel (functions as a sickle)

Animal Elocutionist The conservationist can ask questions of, receive answers from, and use the Diplomacy skill with animals.

AC 23; **Fort** +17, **Ref** +11, **Will** +14

HP 100

Speed 25 feet

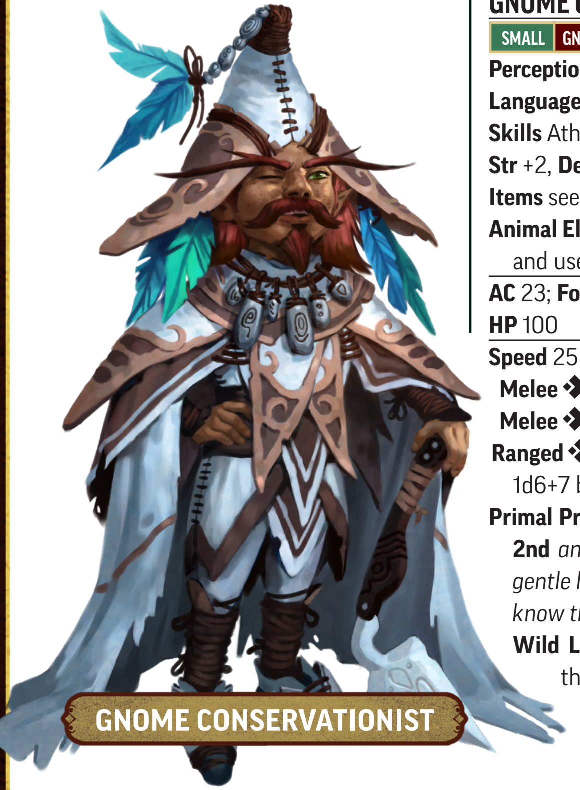
Melee ◆ trowel +14 (agile, finesse, trip), **Damage** 1d4+8 slashing

Melee ◆ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ◆ *sling* +16 (magical, propulsive, range increment 60 feet, reload 1), **Damage** 1d6+7 bludgeoning

Primal Prepared Spells DC 24, attack +17; **3rd** *grease*, *mad monkeys*, *safe passage*; **2nd** *animal messenger*, *darkvision*, *entangling flora*, *oaken resilience*; **1st** *charm*, *gentle landing*, *runic body*, *spider sting*; **Cantrips (3rd)** *detect magic*, *gouging claw*, *know the way*, *light*, *tangle vine*

Wild Leadership ◆ (auditory, concentrate, primal) With a primal incantation, the gnome conservationist inspires a willing animal. The animal becomes quickened for 1 round. It can use this additional action only to Climb, Burrow, Fly, Stride, or Strike.



GNOME CONSERVATIONIST

Gnome Names

Gnomes tend to have complex polysyllabic names. In most communities, shorter names are deemed to be more feminine. Many gnomes are happy to answer to nicknames.

Sample Names: Amda Bollomberd, Buzinkes "Buzz" Wimmiapoth, Coriander Nogglogdrocks, "Dandy" Danlajozzem Vecdilan, Fint Zinitt, Houkqibar Pazziznon, Izabrellus "Issa" Frupnoms, Jezri Kabnubon, Lirus Lofaebi, Mog Fraprack, Niozlathast "Shaggy" Shaagameth, Poz Ohislion, Tem Ragnit, Ungi Vokofis, Ziglo "Bull" Boolsnap

Gnome Hair Color Table

Did you know a chameleon gnome's hair can change based on their moods? Though it's always reliable, the table notes which colors correspond to which moods.

Color	Mood
Black	Hurt, serious
Blue	Joyful, relaxed
Green	Calm, content
Orange	Alert, daring
Pink	Affectionate, curious
Purple	Daydreaming, romantic,
Red	Angered, passionate,
White	Depressed, terrified
Yellow	Distracted, unsettled

Gnome Travel Games

Due to their adventurous nature, gnomes spend a great deal of time traveling. They've developed games to keep themselves entertained on their escapades.

Ladder Letters: Spot a word in writing (road markers, shop signs) that starts with each letter of the alphabet in order. Some players have been known to stretch the rules by adding new eligible languages mid-game.

Taleweavers: Create a story as a team, taking turns to contribute a single word at a time. When the story stops making sense—or the players can't stop laughing—scrap the story and start a new one. Musically inclined parties can play a variant where the players sing a word at a time instead.

Name the Cow: Think of a name for every cow you see on your side of the road. The first person to run out of names or repeat a name loses. Regional variants name different animals, and the game can easily be modified to count only names that start with the same letter to increase difficulty.

Seed, Soil, Sparrow: Two players count to three before revealing their hand as one of three shapes. Seed is a balled fist, soil is a flat hand with the palm down, and sparrow is the shape of a beak created with the thumb and forefingers. Soil covers seed, sparrow pecks through soil, and seed is thrown at sparrow.

GNOME SPECIAL INTERESTS

d20	Area of Special Interest	Collected Items
1	Chromatology (color)	Swatches, paints, paintbrushes, natural dyes
2	Magicology (magic)	Scrolls, wands, basic herbs
3	Gastronomy (the choosing, cooking, and eating of food)	Window garden, spices, silverware, recipe cards, cooking and baking equipment
4	Herbology (use of plants in medicine and food)	Potted plants, books of recipes, mortar and pestle, garden shears
5	Draconology (dragons)	Histories of dragons, illustrations, dragon teeth, scales, claws
6	Enigmatology (puzzles)	Notebooks, jigsaw puzzles, word games, dictionaries
7	Wilderness survival	Compass, rope, wilderness guides, maps, rations
8	Fiber arts (crochet, knitting, and sewing)	Sewing thread, wool, yarn, needles, crochet hook, scissors
9	Gnomology (gnomes, their history, and their ties to the First World)	Gnome family trees, articles and books on gnomes, interview records, hair color samples
10	Theater	Plays, operas, novels, screenplay drafts, stage makeup
11	Geography	Compass, maps, foreign publications, travel posters
12	Harrow readings	Regional Harrow decks, reading cloths, carrying cases
13	Dendrolinguistics (talking to trees)	Saplings, seed packets, planting pots, stethoscope, megaphone
14	Animal husbandry (breeding animals)	Animal biology books, anatomical diagrams, pedigree papers
15	Cartography (the making of maps)	Maps, scrolls, drawing utensils
16	Fungology (fungi)	Articles on mushrooms, soil samples, gardening supplies
17	Fermentation (pickling and preserving of foods)	Empty jars, fermented samples, fruits and vegetables, vinegars
18	World record trivia	Measuring tape, newspaper clippings, notebooks
19	Musicology (music, music history, and sound)	Sheet music, instruments, biographies of famous musicians
20	Apiology (honeybees and honey-making)	Empty jars, honey samples, beekeeper clothing

NEW OUTLOOKS

It's a new era for goblins: while many still pose a threat, others venture out on their own, contributing in their own fashion to the greater good. Most such goblins still care little about the rules, but many are in fact kind at heart. Goblins most likely to be found living or adventuring among other ancestries include chefs, scavengers, and those found on pages 174–175 of *Monster Core*: commandos, pyros, war chanters, and warriors.

GOBLIN

Goblins can be found across Golarion, sometimes threatening taller humanoids (whom they refer to as "longshanks") and sometimes redeeming harmful history by working alongside others. More goblin statistics appear on pages 174–175 of *Monster Core*.

Goblin Chef

Goblins eat almost anything. Though they'll survive on raw or little-cooked meat, some prefer searing or frying their food first—or better yet, pickling it! A goblin chef can make anything edible (at least to a goblin).

GOBLIN CHEF CREATURE 1

SMALL GOBLIN HUMANOID

Perception +7; darkvision

Languages Common, Goblin

Skills Cooking Lore +10, Nature +7, Society +4, Stealth +6, Survival +7

Str +1, **Dex** +1, **Con** +3, **Int** +2, **Wis** +2, **Cha** +0

Items cleaver (functions as dogslicer), leather apron (functions as leather armor), pickles (6)

Good Enough to Eat The goblin chef can turn otherwise inedible items into meals for others. They can provide food for any number of creatures without using the Subsist downtime activity as long as garbage is readily available. A non-goblin who eats the goblin chef's food must attempt a DC 14 Fortitude save. On a failure, they suffer an upset stomach for 1 day; if they attempt to willingly ingest anything else during that period, they must first succeed at a DC 4 flat check or the action is disrupted.

Kitchen Specialist For encounters involving cooking, a goblin chef is a 3rd-level challenge.

AC 16; **Fort** +10, **Ref** +6, **Will** +5; +2 circumstance bonus against ingested poisons

HP 24; **Immunities** sickened

Speed 25 feet

Melee ◆ jaws +7 (finesse, unarmed), **Damage** 1d6+1 piercing

Melee ◆ cleaver +7 (agile, backstabber, finesse), **Damage** 1d4+1 slashing

Eat a Pickle ◆◆ **Effect** The goblin chef draws a pickle and eats it or feeds it to an adjacent ally. The chef or ally gains 4 temporary Hit Points and ignores any penalties from emotion effects or fatigue for 1 round.

Goblin Scavenger

Many goblins scavenge materials, shiny objects, and anything else they can get their hands on, but a goblin scavenger is the best at finding such useful items. More importantly, they're great at making use of them without killing themselves. Most of the time.

GOBLIN SCAVENGER CREATURE 4

SMALL GOBLIN HUMANOID

Perception +14; darkvision

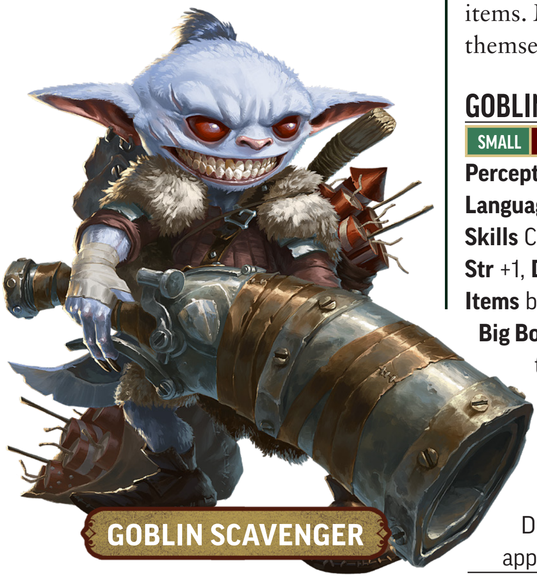
Languages Common, Goblin

Skills Crafting +12, Society +8, Stealth +11, Survival +10, Thievery +9

Str +1, **Dex** +3, **Con** +2, **Int** +2, **Wis** +3, **Cha** +0

Items big boom gun (10 rounds), bundle of fireworks (2), dogslicer, leather armor

Big Boom Gun The scavenger's gun is a comically oversized hand cannon (page 50) that has the fatal d12 trait and a 20-foot range increment. If a Strike with it critically fails, the weapon misfires and explodes, dealing 1d12 fire damage to its wielder. It's a martial one-handed weapon with 2 Bulk and a Price of 10 gp. It has the uncommon, cobbled, and goblin traits. The cobbled trait means that on a failed attack roll with the gun, the user must succeed at a DC 5 flat check or the weapon misfires (*Guns & Gears* 107). The big boom gun appears on page 157 of *Pathfinder Guns & Gears*.



GOBLIN SCAVENGER

AC 21; **Fort** +9, **Ref** +11, **Will** +13

HP 70

Finders Keepers ⟲ **Trigger** A creature within 15 feet drops an item; **Requirements** The goblin scavenger has a hand free; **Effect** The goblin scavenger Strides up to their speed to an adjacent square and Interacts to pick up the item. The movement triggers reactions as normal, but the Interact action to pick up the item does not.

Speed 25 feet

Melee ◆ dogslicer +12 (agile, backstabber, finesse), **Damage** 2d6+3 slashing

Melee ◆ jaws +12 (unarmed), **Damage** 1d8+3 piercing

Ranged ◆ big boom gun +14 (cobbled; fatal d12; modular B, P, or S; range 20 feet; reload 1), **Damage** 2d6+2 modular

Fireworks Barrage ◆◆ (manipulate) **Requirement** The goblin scavenger has a free hand; **Effect** The goblin scavenger draws a bundle of fireworks and launches them toward a point within 60 feet, where they explode, dealing 1d10 fire damage and 1d10 sonic damage in a 10-foot burst. Every creature in the area must attempt a DC 21 Reflex save.

Critical Success The creature is unaffected. The goblin scavenger realizes that's because a firework fell at their feet and takes 2 fire damage when it explodes in their face.

Success The creature takes half damage.

Failure The creature takes full damage and is dazzled and deafened for 1 round.

Critical Failure As failure, except the creature is also stunned 1.

One Person's Junk The goblin scavenger intuitively knows how to make use of junk. When they use a weapon with the goblin trait or an improvised weapon, they do an additional die of damage (already included in the Strikes above).

Goblin Get Gang

There is little more terrifying than a goblin raiding party out to take from its neighbors. A swarming mix of commandos, pyros, and war chanters armed with dogslicers, horsechoppers, burning torches, and sharp teeth, this troop enjoys pillaging unprepared communities. Their song is an unsettling counterpart to the screams of their victims.

GOBLIN GET GANG — CREATURE 5

GARGANTUAN | GOBLIN | HUMANOID | TROOP

Perception +12; darkvision

Languages Common, Goblin

Skills Athletics +12, Intimidation +13, Performance +13, Stealth +10

Str +3, **Dex** +2, **Con** +3, **Int** +0, **Wis** –1, **Cha** +4

AC 21; **Fort** +13, **Ref** +14, **Will** +9

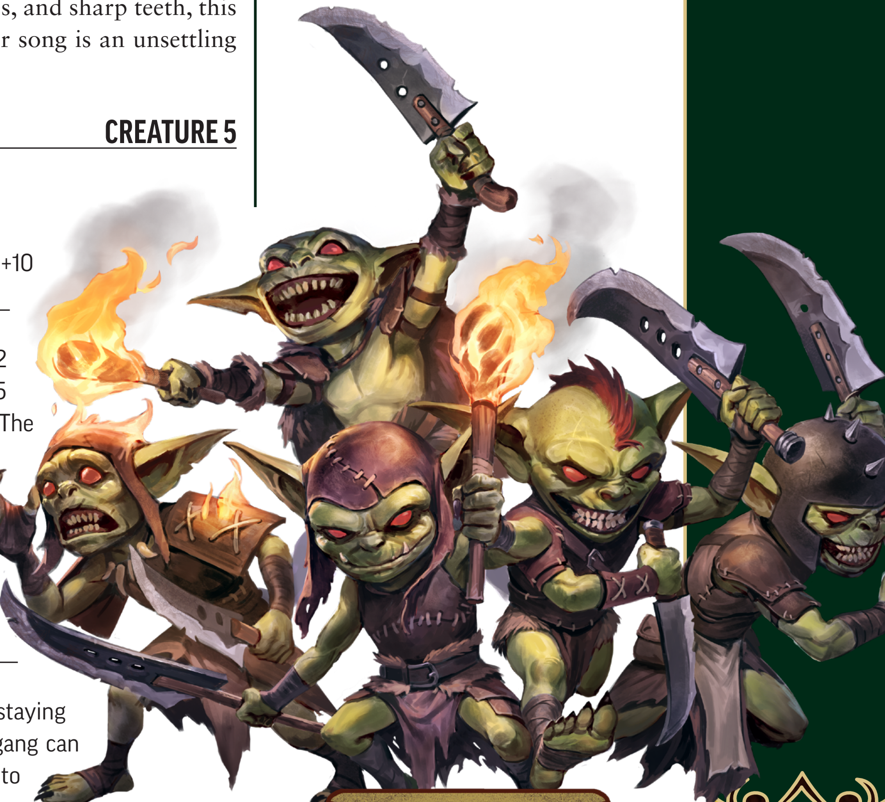
HP 90 (4 segments); **Thresholds** 60 (3 segments), 30 (2 segments); **Weaknesses** area damage 5, splash damage 5

Goblins Chant and Goblins Sing! (auditory, aura) 30 feet. The goblin get gang's disharmonious chorus of disturbing lyrics makes it difficult to concentrate. Any creature performing a concentrate action in the area must succeed at a DC 19 Will save or the action is lost. On a critical success, the creature is temporarily immune for 1 minute.

Troop Defenses (page 231)

Speed 25 feet; troop movement (page 231)

Goblins Bound and Goblins Swing! Goblins have difficulty staying in formation, especially during combat. The goblin get gang can take a move action only if it has used at least one action to Goblins Slash and Goblins Scar! this turn or if there are no conscious enemies adjacent to it.



GOBLIN GET GANG

GOBLINS AROUND THE WORLD

Simple adjustments to goblins let you reflect different heritages if you wish. To represent a charhide or snow goblin NPC, give it cold or fire resistance equal to its level, then reduce its maximum Hit Points by its level. Give a razortooth goblin a jaws attack with the same attack and damage bonuses as its primary melee attack, but with a base damage of 1d6 piercing damage.

GOBLIN LEADERSHIP

Goblins have many paths to leadership of their bands. Some inherit it, while others earn it by being the strongest, smartest, meanest, most charismatic, or even just plain luckiest. Surviving a fireball that wipes everyone else in a get gang out because they were busy eating a pickle is one way to know you have the goblin hero-gods' favor!

Goblins Burn and Goblins Char! ◆◆ The troop's members throw a barrage of burning torches. Each creature in a 10-foot burst within 30 feet of the troop takes 2d8 fire damage with a DC 20 basic Reflex save. When the troop is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Goblins Slash and Goblins Scar! ◆ to ◆◆◆ **Frequency** once per round; **Effect** The goblin get gang uses dogslicers, horsechoppers, and burning torches to attack each enemy in a 5-foot emanation, with a DC 20 basic Reflex save. The damage depends on the number of actions.

◆ 1d6 slashing damage and 1d6 fire damage
◆◆ 1d6+6 slashing damage and 1d6 fire damage
◆◆◆ 1d6+9 slashing damage and 1d6 fire damage

Big Boss Goblin

Big boss goblins order members of their band around and deal with any longshanks they come across—sometimes via violence or diplomacy, and sometimes by ordering another goblin to deal with them (in ways that the big boss goblin approves of if they work or claims were awful ideas they never would have tried if they don't). These goblin leaders often insist on impressive titles or sobriquets like "The Exceedingly Incendiary," "Snake Singer," or "Most Gluttonest," though these can often be exaggerated by several degrees for dramatic effect or even change at the big boss goblin's whim (often to one-up a rival).

BIG BOSS GOBLIN CREATURE 6

SMALL GOBLIN HUMANOID

Perception +16; darkvision

Languages Common, Goblin

Skills Athletics +15, Diplomacy +13, Intimidation +15, Stealth +11

Str +3, **Dex** +1, **Con** +3, **Int** +1, **Wis** +1, **Cha** + 3

Items battered crown (or other symbol of authority), hide armor, *+1 horsechopper*, shortbow (20 arrows)

AC 22; **Fort** +17, **Ref** +11, **Will** +14

HP 100

Reactive Strike ⤾ (page 231)

Not Me! ⤾ (manipulate) **Trigger** The big boss goblin is targeted with an attack, and a goblin is adjacent to them; **Effect** The big boss goblin yanks the goblin in front of the attack to face the consequences in their stead. The big boss goblin gains a +2 circumstance bonus to their AC against the triggering attack. If it hits, the big boss goblin takes half damage, and the other goblin takes the remaining half.

Speed 25 feet

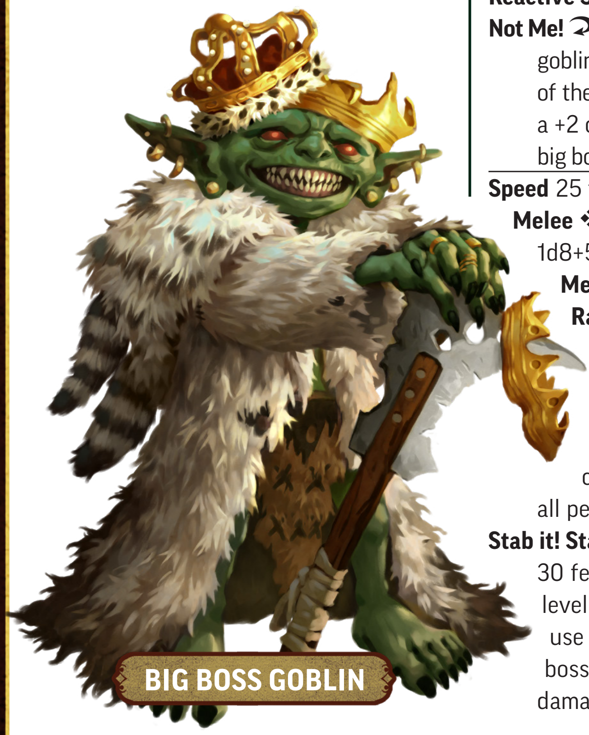
Melee ◆ *horsechopper* +17 (magical, reach 10 feet, trip, versatile P), **Damage** 1d8+5 slashing

Melee ◆ jaws +15 (finesse, unarmed), **Damage** 1d6+5 piercing

Ranged ◆ shortbow +14 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing

No Fight Fair A big boss goblin fights dirty, slashing at a foe's hamstrings. Whenever the big boss goblin hits an off-guard foe, the creature takes a –5-foot status penalty to its speed (–10-foot on a critical hit) until the creature regains any amount of Hit Points. As with all penalties to Speed, this can't reduce a creature's Speed below 5 feet.

Stab it! Stab it! Stab it! ◆ The big boss goblin picks a target they can see within 30 feet and orders any allied goblins to attack. A single goblin with a lower level than the big boss goblin that is adjacent to the target can immediately use their reaction to Strike the target. In addition, until the start of the big boss goblin's next turn, their attacks against that target deal 1 additional damage dice as the big boss goblin leads them.



BIG BOSS GOBLIN

Goblin Names

Goblins tend to have singular names, though a goblin who performs an amazing feat or becomes chief (the former often leads to the latter) may receive an apt epithet. Goblin clan names often reflect the environment in which the clan lives or the goblins' activities.

Goblin Sample Names: Ablot, Aztima, Beksen, Boyrid, Croof, Datter, Durdor, Ezbat, Frab, Fulful, Most Gluttonest Gloamat, Graste, Hallocks Horse Mincer, Ijader, Death Rattle Jagodd, Jangill, Krade, Kuzims, Loftis, Murgo the Incendiary, Neganes, Oble, Pozkil, Prody, Quardrle, Ropf, Ruckiz, Sasker, Smorg, Tof, Vot, Yertin, Zerder

Sample Clan Names: Bigwit, Brinehorn, Coalfoot, Cobra Kissers, Glacierslide, Gloomshriek, Laughing Labyrinth, Mud Gluttons, Pickwax, Rimechomp, Scattertome, Shellcrusher, Splatter Frogs, Swampwasp, Swindletail, Three-Eye Ruby, Timbersnare, Toss Serpent

Goblin Songs

Goblins love to sing, partly as an oral tradition to pass on their history and educate their youth (including how to fight and raid, for some). Despite the often-crude lyrics, these songs have a strong sense of rhythm and rhyme in both Common and Goblin. Some examples are below.

Zarongel's Song

Dogs and horsies, dogs and horsies!
Cut 'em up! Chop 'em up!
Put 'em in a hot pot, cook 'em nice and tender!
Gulp them down! Gulp them down!

The Life of a Goblin

We'll break the bars and leave the cage, we'll sing and shout to show our rage, prove we're deadly despite our age, to live the life of a goblin.

Our hero-gods will watch us swim, they'll hear our call, our vicious hymn, we'll ride and laugh, and smile grim, to live the life of a goblin.

We'll find longshanks who dress real fine, we'll kill them all and drink their wine, take their treasure and make it mine, to live the life of a goblin.

We'll swarm out from our cave, you'll run away, you won't be brave, we'll send you to an early grave, to live the life of a goblin.

Our lives are short, they don't last long, remember us in happy song, but you can't tell us that it's wrong, to live the life of a goblin!

Pickled Perfection

Goblins love pickles; pickling can make even gross foods (sweet fruit or eggs that accidentally boil hard when they're left in a burning barn) taste good. The following is just one goblin recipe.

Ingredients

12 hard-boiled eggs, 1 cup malt vinegar, 1 cup water, 1 tbsp. sugar, 1 tsp. salt, 2 cloves smashed garlic, 2 sliced jalapeño peppers (or more, to taste—or many more, to more taste)

Combine vinegar, water, sugar, and salt in a small pot and bring to a boil, stirring frequently, until the sugar and salt dissolve. Set aside to cool slightly. Peel the eggs and place them in a clean glass container with garlic and jalapeño peppers. Pour the liquid over the eggs and store the container in an ice box. Let stand for at least 2 or 3 days, or a week if you are more patient than a goblin. The eggs can last up to 3 weeks (the exterior may get a little chewy, but that's normal).

Very Superstitious

Goblins can be a superstitious lot. Use the following table to determine a goblin's superstition. If it doesn't make sense, don't worry about it; they're goblins. To generate a superstition, roll 1d8, then 1d6 twice, and compare the results to the tables below. The goblin believes that when the event occurs, they must perform the action or face the consequence.

GOBLIN SUPERSTITIONS

d8	Event
1	The goblin sees a ghost in the fog.
2	The goblin smells brimstone after midnight.
3	The goblin falls off a mount.
4	The goblin spends more than 1 minute in water.
5	The goblin breaks their weapon.
6	The goblin walks through a muddy puddle.
7	The goblin eats a spoiled pickle.
8	The goblin finds a valuable item in some filth.

d6	Action	Consequence
1	The goblin must spin around three times.	The goblin will grow a head of hair like a gnome.
2	The goblin must place a crown of leaves on a bird.	Any fire the goblin comes near will go out.
3	The goblin must walk backward around a fire.	All the goblin's words will be stolen through writing.
4	The goblin must swing a rat by its tail.	A goblin hero-god will eat them in their sleep.
5	The goblin must immediately sing a newly crafted song.	The goblin will be carried away by a big bird.
6	The goblin must swallow a gemstone before moonrise.	The goblin will never make a new friend.

CHEF'S MENU

A halfling head chef crafts exquisite dishes that tantalize the taste buds. Delights like honeyblossom pudding (honey, cream, and flower petals), stuffed burrow rolls (meat and vegetables wrapped in flaky pastry), sunberry glazed roast (meat marinated in sunberry sauce), and root medley gratin (layers of root vegetables and cheese) showcase their prowess.

FRYING PAN

The halfling head chef carries a frying pan (*Treasure Vault* 25), a common simple weapon in the club group with a Price of 1 sp. A frying pan deals 1d4 bludgeoning damage and has light Bulk. It requires one hand to use and has the fatal d8 and halfling weapon traits.

HALFLING

Halflings thrive on simple pleasures—having a pint at the pub or warming their feet by the hearth. More halfling statistics appear on page 192 of *Monster Core*.

Halfling Head Chef

Renowned for their culinary expertise, halfling head chefs navigate the complex world of high cuisine with flavorful creations and fiery tempers.

HALFLING HEAD CHEF — CREATURE 2

SMALL | HALFLING | HUMANOID

Perception +7 (+15 to smell and taste); keen eyes, scent (imprecise) 30 feet

Languages Common, Halfling

Skills Acrobatics +7, Baking Lore +15, Cooking Lore +17, Intimidation +7, Society +6

Str +1, **Dex** +3, **Con** +2, **Int** +2, **Wis** +1, **Cha** +1

Items chef's hat, filcher's fork, frying pan (see sidebar), herbs and spices (3)

Culinary Specialist For encounters involving cooking and taste, the head chef is a 7th-level challenge.

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of them. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

AC 17; **Fort** +8, **Ref** +7, **Will** +7

HP 36

Dash of Spice ↺ **Trigger** The head chef is targeted with a melee attack by an adjacent attacker they can see; **Effect** The head chef uses Spice Mix against the attacker.

Speed 25 feet

Melee ◆ hot frying pan +9 (fatal d8), **Damage** 1d4+3 bludgeoning plus 1d4 fire

Melee ◆ filcher's fork +9 (agile, backstabber, deadly d6), **Damage** 1d4+3 piercing

Melee ◆ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

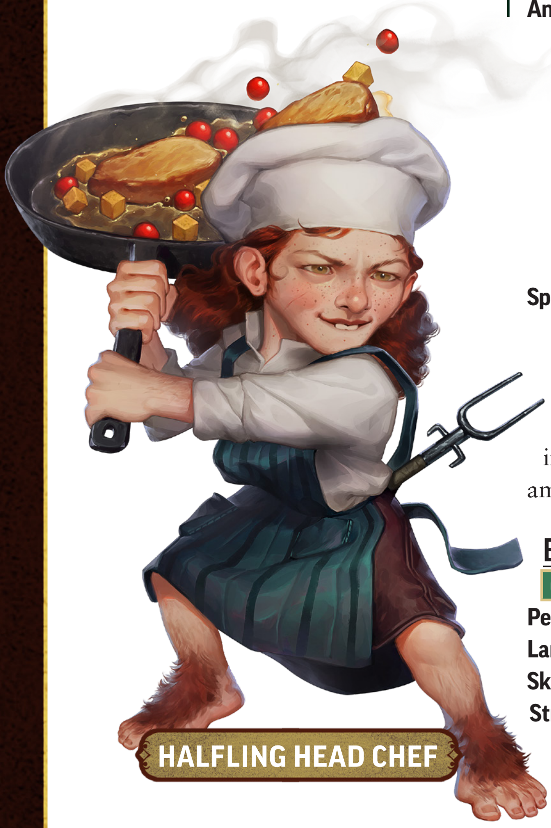
Ranged ◆ filcher's fork +9 (agile, backstabber, deadly d6, thrown 20 feet), **Damage** 1d4+3 piercing

Angry Rant ◆ (auditory, emotion, linguistic, mental) **Frequency** once per round; **Effect** The chef shouts a flurry of insults and criticisms at either an ally or enemy within 30 feet with the following effects:

Ally The chef's assistant is shaken by the barrage of criticism but is determined to work faster and harder. The target becomes quickened for 1 round but is also frightened 1. They can use the extra action to Interact, Step, or Stride, or as part of an action or activity to prepare, cook, or serve food.

Enemy The target must succeed a DC 18 Will save or take 1d6 mental damage and become frightened 1 (or 2d6 mental damage and frightened 2 on a critical failure).

Spice Mix ◆ The head chef throws a mixture of irritating spices into an adjacent creature's eyes, causing the creature to be dazzled until it Interacts to clear its vision.



HALFLING HEAD CHEF

Bill-Band

Boisterous collectives of thrill-seeking halflings join in bill-bands to engage in spirited competitions and lively sports. They foster a sense of camaraderie among their members while leaving a trail of chaos in their wake.

BILL-BAND — CREATURE 5

GARGANTUAN | HALFLING | HUMANOID | TROOP

Perception +10; keen eyes

Languages Common, Halfling

Skills Acrobatics +12, Athletics +13, Intimidation +13, Sports Lore +11

Str +4, **Dex** +3, **Con** +4, **Int** +0, **Wis** –1, **Cha** +2

Keen Eyes As halfling head chef.

AC 20; **Fort** +13, **Ref** +12, **Will** +8; +3 status vs. Intimidation checks

HP 90 (4 segments); **Thresholds** 60 (3 segments), 30 (2 segments); **Weaknesses** area damage 5, splash damage 5

Troop Defenses (page 231)

Speed 25 feet; overwhelming scrum, troop movement (page 231)

Down to Our Level ◆◆ **Frequency** once per round; **Effect** The bill-band deliberately gets under the feet of their opponents, proving they are greater than the sum of their parts. The bill-band attempts to Trip all creatures in or adjacent to their space. They roll one Athletics check and compare the result to the Reflex DC of each target.

Firecracker Salvo ◆◆ **Frequency** once per round; **Effect** The bill-band launches a barrage of lit firecrackers that, upon impact, burst into light and sound. Each creature in a 10-foot burst within 60 feet takes 1d12 sonic damage with a DC 19 basic Reflex save. A creature that fails its save is also dazzled for 1 round. When the bill-band is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Overwhelming Scrum The bill-band swarms in and around other creatures. They can move into other creatures' spaces, and other creatures can move into their spaces. The bill-band's spaces are difficult terrain to other creatures.

Stick It to 'Em! ◆ to ◆◆◆ **Frequency** once per round; **Effect** The bill-band swings barely coordinated fists and feet at each enemy in their space and in a 5-foot emanation, with a DC 19 basic Reflex save. The damage depends on the number of actions.

◆ 1d6 bludgeoning damage

◆◆ 2d6+4 bludgeoning damage

◆◆◆ 3d6+6 bludgeoning damage

Halfling Smuggler

Halfling smugglers are sought out for their ability to deftly navigate the shadowy underworld to move illicit goods and information.

HALFLING SMUGGLER CREATURE 6

SMALL HALFLING HUMANOID

Perception +13; keen eyes

Languages Common, Halfling

Skills Acrobatics +14, Athletics +11, Deception +14, Intimidation +14, Society +10, Stealth +15, Thievery +16, Underworld Lore +14

Str +3, **Dex** +4, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2

Items arsenic, disguise kit, lesser elixir of life, *+1 filcher's fork*, fine clothes, leather armor, sling, lesser smoke ball, thieves' toolkit

Grease Some Palms A smuggler is adept at navigating official channels and makes network contacts in order to keep their goods moving. They gain a +2 circumstance bonus to Make an Impression and Request with members of the local bureaucracy.

Keen Eyes As halfling head chef.

AC 23; **Fort** +12, **Ref** +16, **Will** +13

HP 95

Speed 25 feet

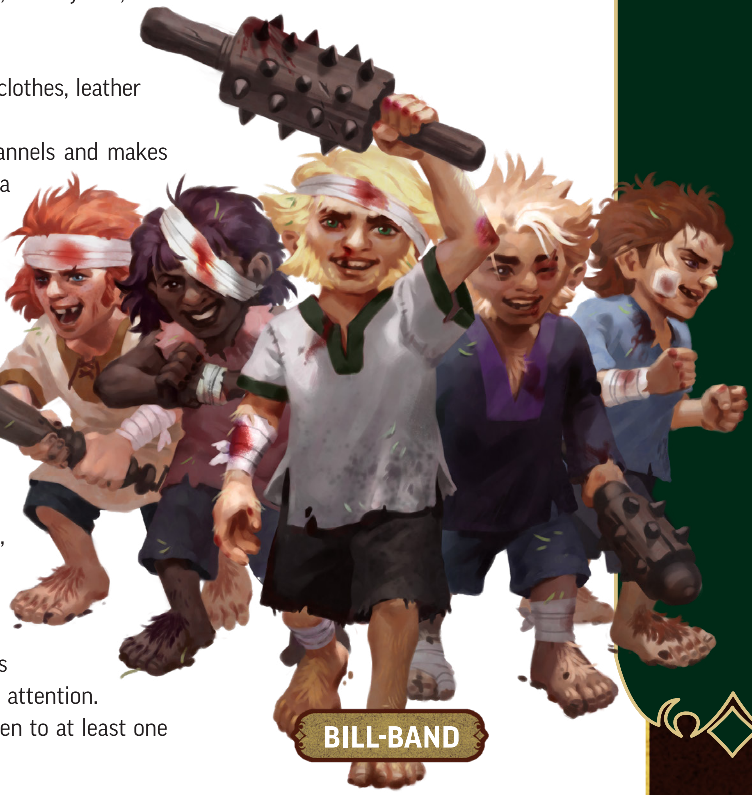
Melee ◆ *filcher's fork* +17 (agile, backstabber, deadly d6, finesse, magical), **Damage** 1d4+9 piercing

Melee ◆ fist +16 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ◆ *filcher's fork* +17 (agile, backstabber, deadly d6, magical, thrown 20 feet), **Damage** 1d4+9 piercing

Ranged ◆ sling +16 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4+7 bludgeoning

Distracting Escape ◆ **Frequency** once per round; **Effect** Smugglers succeed by making a move only after they've diverted others' attention. The smuggler Creates a Diversion. If the smuggler became hidden to at least one creature, the smuggler can then Sneak.


BILL-BAND

ILLICIT IMPORTS

Wherever there's a commodity that people want, there are always those willing to procure it and smuggle it in. Examples include:

- Rare technologies from Alkenstar and Numeria.
- Exotic flora and fauna for private collection.
- Magical secrets from the Arcanamirium in Absalom or knowledge of the Mana Wastes from Nex.
- Narcotics.
- People, especially oppressed people being brought to safety.

HALFLING COMMUNITIES

Beyond their own towns and caravans, many halflings settle within the cities of humans and other ancestries. They find niches for themselves, often working as servants and restaurant staff. Halflings especially thrive in metropolises where people of many backgrounds pass through. They often lament that the environment isn't built for them, and need to practice climbing shelves or carry tools to operate high door latches and the like..

Hidden Pockets ◇ **Frequency** once per round; **Effect** The smuggler Interacts to draw an item of light Bulk concealed in one of their hidden pockets. The pockets can store up to four objects of light Bulk. For most smugglers, these items are arsenic, a lesser elixir of life, a lesser smoke ball, and a thieves' toolkit. The smuggler can refill the pockets over the course of 1 minute.

Sneak Attack The smuggler deals an extra 2d6 precision damage to off-guard creatures.

Halfling Yarnspinner

Yarnspinners weave captivating tales that entertain, educate, and preserve the rich heritage of the halfling people across generations.

HALFLING YARNSPINNER CREATURE 7

SMALL HALFLING HUMANOID

Perception +14; keen eyes

Languages Common, Halfling

Skills Arcana +16, Deception +16, Diplomacy +16, Intimidation +14, History Lore +19, Occultism +17, Performance +19 (+21 for oratory), Religion +15, Society +15

Str –1, **Dex** +4, **Con** +0, **Int** +4, **Wis** +3, **Cha** +5

Items book of fables, chain shirt, *+1 halfling sling staff* (20 bullets), *+1 shortsword*

Keen Eyes As halfling head chef.

Tale Specialist For encounters involving storytelling, local history, or lore, the yarnspinner is a 10th-level challenge.

AC 24; **Fort** +11, **Ref** +15, **Will** +18

HP 110

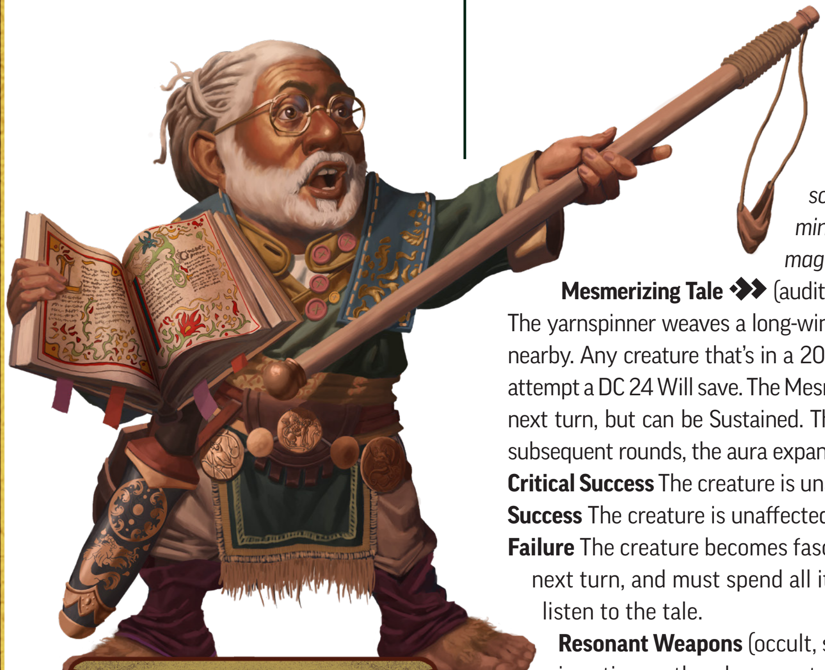
Guidance Through Tales ⤾ (auditory, concentrate, linguistic, mental) **Trigger** An ally the yarnspinner can see fails a skill check; **Effect** The yarnspinner offers a brief reminder about a legendary hero, granting their ally a +2 circumstance bonus to the triggering skill check, potentially turning the failure into a success.

Speed 25 feet

Melee ◆ *shortsword* +16 (agile, finesse, magical, versatile S), **Damage** 1d6+3 piercing plus resonant weapons

Melee ◆ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ◆ *halfling sling staff* +16 (magical, propulsive, range increment 30 feet, reload 1), **Damage** 1d10+3 bludgeoning plus resonant weapons



HALFLING YARNSPINNER

Occult Spontaneous Spells DC 26, attack +18; **4th** (3 slots) *confusion*, *honeyed words*, *translocate*; **3rd** (4 slots) *haste*, *heroism*, *ring of truth*, *soothe*; **2nd** (4 slots) *invisibility*, *laughing fit*, *revealing light*, *soothe*; **1st** (4 slots) *illusory disguise*, *illusory object*, *mindlink*, *ventriloquism*; **Cantrips (4th)** *daze*, *detect magic*, *figment*, *light*, *read aura*

Mesmerizing Tale ◆◆ (auditory, aura, incapacitation, linguistic, mental, occult) The yarnspinner weaves a long-winded but captivating narrative that enchants those nearby. Any creature that's in a 20-foot emanation or starts its turn in the aura must attempt a DC 24 Will save. The Mesmerizing Tale lasts until the end of the yarnspinner's next turn, but can be Sustained. The first time the yarnspinner Sustains the aura on subsequent rounds, the aura expands by 10 feet, to a maximum of 60 feet.

Critical Success The creature is unaffected, and is temporarily immune for 24 hours.

Success The creature is unaffected.

Failure The creature becomes fascinated with the yarnspinner until the start of its next turn, and must spend all its actions to move closer to the yarnspinner and listen to the tale.

Resonant Weapons (occult, sonic) If the yarnspinner's Mesmerizing Tale aura is active or they have cast a spell within the last round, their Strikes with magic weapons deal an additional 2d10 sonic damage.

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Halfling Names

Short and simple, halfling names are humble. Nicknames often incorporate words that evoke food, lovely plants, or idyllic natural locales.

Sample Names: Bree Greenbottle, Dorna Bramblebrush, Poppy Sweetmeadow, Rollo Willowwhisper, Timo "Pipes" Highhill, Liddy Underbough, Milo Tealeaf, Tansy Appleblossom, Bodo Brightbarrow, "Moonflower" Mira, Thistle "Sprout" Goodbarrel, Brandy Fairfoot, Finlo "Featherfingers," Clover Honeybrook, "Meadsipper" Bristlebrush, Gilly Hillshadow, Fennel "Firespice" Hearthbright, Soosha Muffincrumb

Words of Halfling Wisdom

Halfling aphorisms encourage practical thinking. They're often called "gram's saws," based on the reputation for halfling grandparents repeating them over and over.

Patient tapping breaks the stone: Halflings can be full of wanderlust and whimsy, but often prudence and persistence are the best ways to achieve what you want.

Shallow rivers have the widest mouths: Those without wisdom often speak the most.

Starting the work is more than half of it: Beginning a task is more difficult than seeing it through to the end.

The kettle's boiling, and I'm thirsty!: Time is pressing, and I am ready to get on with it.

A friend with an empty stomach can become an enemy with a spiteful heart: Halflings place a lot of emphasis on comfort and hospitality, and a relationship can quickly sour due to bad hosting.

Halfling Games

Pitch-it

Two teams of four play on a circular field around 50 feet in diameter. Each team attempts to eliminate members of the other by hitting them with a variety of different objects. Each player has 5 "marks," and loses one each time they're struck. The referee, called the Tender, determines if a player has lost all their marks and is out. The game ends when only one team has any players remaining.

Each team has a Slinger, a Chucker, and two Pelters. Each player can throw only one object per round. A Slinger has a halfling sling staff and chicken eggs to throw (1 mark, range increment 50 feet), a Chucker has a "chuck" of packed mud and manure (4 marks, range increment 10 feet), and a Pelter has a "pelt" of sopping mud (2 marks, range increment 20 feet).

Talespinner

This game involves a series of random prompts that form a loose framework for a story—typically the categories found on the Talespinner Prompts table below (which also includes examples from a popular pamphlet). The players are tasked with creating a short tale that encompasses these elements to be judged by a community elder.

TALESPINNER PROMPTS

d10	Hero	Location	Peril	Action	Villain	Resolution	Reward
1	A lowly goatherd	The deep, dark wood	Slippery rocks	Cast a spell	The Ice Monarch	Turned to stone	Hand in marriage
2	A mighty leader	A desert caravan	Deep darkness	Swing on a rope	The dread dragon	Fall from a great height	A magic mirror
3	A wily pirate	A lively tavern	Poison flowers	Sling a stone	A jilted lover	Blasted by a spell	A herd of golden cows
4	An unlucky gambler	Onboard a ship	Frozen wastes	Hide in a hole	The royal advisor	Set on fire	A flawless emerald
5	A hapless squire	An inescapable prison	Impossible cliffs	Light a fire	A foul necromancer	Lost in time and space	A blessing from a deity
6	A clever wizard	A floating castle	A raging sea	Put on a disguise	A coven of hags	Grant forgiveness	Employment
7	A skillful assassin	An underwater labyrinth	An angry mob	Sing a song	A creature from another world	The people revolt	Command of an army
8	A brave animal	An ancient temple	Spirits of fallen foes	A chariot race	The demon lord	Cursed	Information on a personal quest
9	A scrappy wanderer	A spooky graveyard	An avalanche	Drink a potion	A giant spider	Falls asleep	A new home
10	A traveling acrobat	A jeweled palace	A lightning storm	Eat a meal	An angry genie	Turned into a statue	Beautiful clothing

HOBGOBLIN

Hobgoblins are respected across Golarion for their unmatched expertise in the art of war. The recent foundation of the hobgoblin nation of Oprak and its unprecedented acts of diplomacy, including non-aggression pacts with the neighboring nations of Nidal and Nirmathas, has given some hope that a lasting peace might finally be established; however, there remains no shortage of unaffiliated hobgoblin raiders and pillagers. More hobgoblin statistics appear on pages 198–199 of *Monster Core*.

GROWING PAINS

As a burgeoning nation, Oprak has had to find ways to clothe and feed its citizens in this time of relative peace. While hobgoblins are no strangers to pitching in for a war effort, most of the former soldiers are slowly adjusting to civilian jobs, such as farming and mining. They've made a few mistakes during the transition, the worst of which had them accidentally awaken a slumbering Darklands monster under the Mindspin Mountains.

Hobgoblin Spellbreaker

Largely due to an ancestral grudge against all things elven, many hobgoblins have an inherent distrust for magic, particularly the "elf magic" of the arcane tradition. Most hobgoblin armies maintain a contingent of special "spellbreaker" forces trained to assassinate high-value spellcasting targets prior to military engagement or quickly identify and terminate enemy battle mages.

HOBGOBLIN SPELLBREAKER CREATURE 3

MEDIUM HOBGOBLIN HUMANOID

Perception +9; darkvision, arcane magic sense (imprecise) 60 feet

Languages Common, Goblin

Skills Acrobatics +9, Arcana +10, Athletics +10, Intimidate +9, Stealth +9

Str +3, **Dex** +1, **Con** +1, **Int** +3, **Wis** +1, **Cha** +1

Items breaching pike (*Player Core 2* 275), crossbow (10 bolts), scale mail, shortsword

Arcane Magic Sense The hobgoblin spellbreaker can detect the source of any arcane magic within range as an imprecise sense.

AC 18; **Fort** +12, **Ref** +6, **Will** +9

HP 50

Spellbreaking Reactive Strike ↺ As Reactive Strike (page 231), but if it was triggered by a creature casting an arcane spell, the target must succeed at a DC 11 flat check or the spell is disrupted. If the Strike was a critical hit, the spell is disrupted automatically.

Speed 25 feet

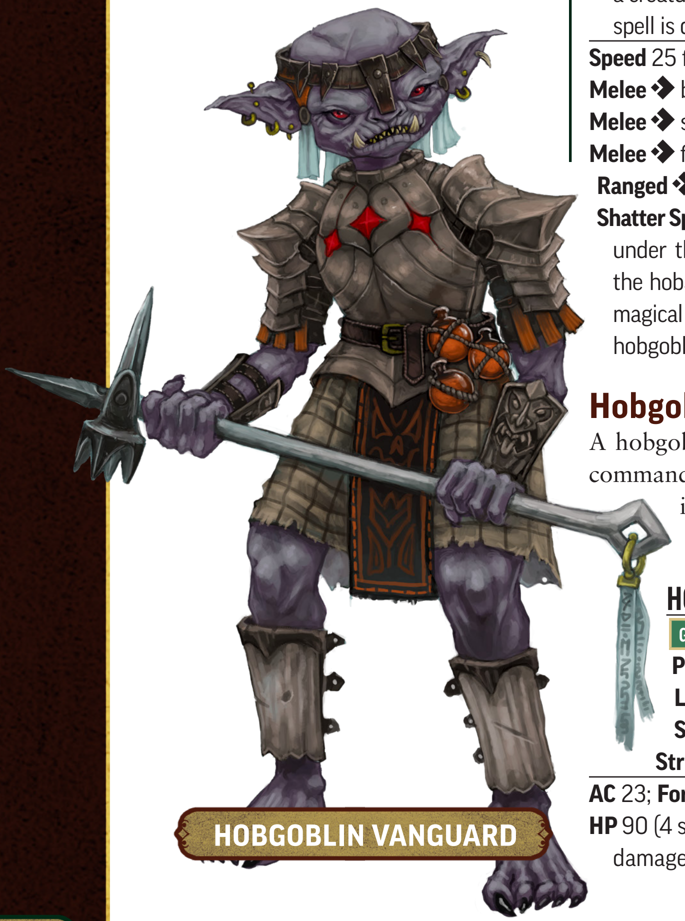
Melee ◆ breaching pike +12 (razing, reach), **Damage** 1d6+6 piercing

Melee ◆ shortsword +12 (agile, versatile S), **Damage** 1d6+6 piercing

Melee ◆ fist +12 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ◆ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Shatter Spell ◆◆ The hobgoblin spellbreaker attempts a melee Strike against a creature under the effects of a beneficial arcane spell. If the Strike hits and deals damage, the hobgoblin spellbreaker can attempt to counteract a single arcane spell or arcane magical effect on the target (counteract rank 2, counteract modifier +10). If it fails, the hobgoblin spellbreaker can't attempt to counteract the same effect for 1 hour.



HOBGOBLIN VANGUARD

Hobgoblin Battalion

A hobgoblin battalion is usually composed of multiple soldiers and archers commanded by a single captain, although every battalion also has its own internal hierarchy that clearly defines the chain of command should the current captain fall in battle.

HOBGOBLIN BATTALION CREATURE 6

GARGANTUAN HOBGOBLIN HUMANOID TROOP

Perception +15; darkvision

Languages Common, Goblin

Skills Athletics +15, Intimidation +14, Warfare Lore +12

Str +5, **Dex** +0, **Con** +3, **Int** +0, **Wis** +2, **Cha** +2

AC 23; **Fort** +15, **Ref** +12, **Will** +14

HP 90 (4 segments); **Thresholds** 60 (3 segments), 30 (2 segments); **Weaknesses** area damage 8, splash damage 8

Reactive Strike ↺ (page 231)

Troop Defenses (page 231)

Speed 25 feet; troop movement (see page 231)

Coordinated Strikes ◆ to ◆◆◆ **Frequency** once per round; **Effect** The battalion thrusts their spears at each enemy in a 5-foot emanation with a DC 21 basic Reflex save. The damage depends on the number of actions.

◆ 1d6+2 slashing damage

◆◆ 2d6+5 slashing damage

◆◆◆ 3d12+7 slashing damage

Focused Volley ◆◆ The hobgoblin battalion's archers draw or reload their crossbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 2d8 piercing damage with a DC 21 basic Reflex save. When the hobgoblin battalion is reduced to 2 or fewer segments, this area is reduced to a 5-foot burst.

Perfect Formation ◆ The battalion raises a perfect guard against explosions. It gains a +2 item bonus to AC and a +2 status bonus to Reflex saves until the start of its next turn.

Hobgoblin Vanguard

Though there are times for precision and discipline, every hobgoblin general also understands the value of demoralizing the enemy with a show of overwhelming force. No military unit is better suited to this purpose than the vanguard, a heavily armed and armored elite unit that inspires their fellow soldiers to action while breaking the enemy's lines and morale with terrifying explosive weapons.

HOBGOBLIN VANGUARD CREATURE 8

MEDIUM HOBGOBLIN HUMANOID

Perception +16; darkvision

Languages Common, Goblin

Skills Athletics +18, Crafting +17, Intimidation +16, Survival +16

Str +5, **Dex** +2, **Con** +3, **Int** +2, **Wis** +1, **Cha** +1

Items alchemical grenades (4), alchemist's toolkit, full plate, *+1 striking maul*

AC 27; **Fort** +19, **Ref** +13, **Will** +16

HP 150

Speed 20 feet

Melee ◆ *maul* +19 (magical, shove), **Damage** 2d12+8 bludgeoning plus Knockdown (page 230)

Melee ◆ fist +19 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ◆ alchemical grenade +16 (range increment 20 feet, splash), **Damage** 2d8 acid, cold, electricity, or fire plus 2 persistent damage and 2 splash damage of the same type

Shock and Awe ↺ (emotion, mental, visual) **Trigger** The hobgoblin vanguard critically hits a creature with an alchemical grenade Strike; **Effect** The hobgoblin vanguard attempts to Demoralize the creature with a mere look. If the target creature was reduced to 0 Hit Points by the triggering Strike, the hobgoblin vanguard can instead attempt to Demoralize all opponents within 30 feet, rolling once and comparing the result to each target's Will DC.

Hobgoblin Names

Avistani hobgoblins often prefer short and forceful names, seeing names that are too long as unnecessarily frilly. They lack surnames outside of exceptional circumstances, as Avistani hobgoblins feel that a hobgoblin should establish themself entirely on their own merits, not those of family.

Sample Hobgoblin Names: Azlo, Bhar, Gruunlon, Hega, Kaghor, Saarat, Zanank

Hobgoblin Hobbies

For decades, the hobgoblins who now reside in Oprak considered any activity that lacked practical purpose as a waste of time. Brutally enforced peacetime policies are slowly forcing change—there is only so much time to be spent on military preparedness without a war—and soldiers have been encouraged to take up hobbies to present a less threatening front to other peoples. Many hobgoblins are still resistant to the idea of leisure, but the most ambitious and the least violent are attempting to adapt.

Animal Training: Training animals for sport derived easily from keeping animals for military applications. While many hobgoblins sneer at the idea of dressage, commanding animals and receiving perfect responses holds appeal. Most hobgoblins who enter the sport do so to demonstrate the superiority of hobgoblin discipline.

Basilisk: A popular sport in the Inner Sea region, basilisk has intrigued some hobgoblins due to its tactical and physical nature. Oprak has even formed a few teams of its own, though they are intensely unpopular within the local leagues; hobgoblin players are known the throw the basilisk ball too hard and illegally tackle opposing players.

Board Games: While Avistani hobgoblins were aware of board games throughout their history, contact with the Tian hobgoblin nation of Kaoling opened up the idea of playing them. The hobgoblins of Oprak still struggle with the more abstracted strategy of games, but many have taken this as a challenge to overcome. Hobgoblins overwhelmingly prefer games that rely entirely on intellect rather than chance, though a few accept minor random elements on the grounds that it adds realism.

Haggling: Negotiating for supplies was a crucial skill for hobgoblin military efforts, but in peace, some have turned these negotiations into a goal unto itself. Unlike military suppliers, hobbyist hagglers often have little interest in what they're buying, instead enjoying the power that their money and cunning can grant them over others. Kalistocrats are a favorite rival, as many hobgoblins are simultaneously impressed with the prophets' ruthless business acumen but repulsed by their seemingly inane religious taboos.

Sword Dance: Another import from Kaoling, sword dancing has gained a few adherents within Avistan. That this dance comes from fellow hobgoblins has left Oprak more open to the concept than they might be otherwise, though many Avistani hobgoblins struggle with the concept of "artistry." Sword dancers drill and practice their steps with a rigor comparable to the strictest of military units.

ANT KHOLOS

The bone scavenger belongs to the ant kholo heritage, smaller and with larger ears than other kholos. You can change this NPC to a different kholo heritage by making it Medium, and you can conversely change a different kholo NPC to an ant kholo by making their size Small.

Kholo

These pragmatic hunters have earned a very poor reputation for their brutality in battle and worship of demons. While many kholos live up to the terrible stories of their ferocity and cannibalism, others are scavengers and trappers just trying to get by. Many of their cultural traditions are misunderstood by other ancestries, and some kholos play into the fear provoked in those who believe the twisted tales about their people. Kholos are often criticized for their lack of honor in battle, but a kholo understands honor doesn't bring you back home alive, nor does honor put food on the table. Ambushes, feints, and deceptions that lead to fewer kholo deaths and a quicker victory are simply the logical thing to do. More kholo statistics appear on pages 208–209 of *Monster Core*.

Bone Scavenger

Kholos have a strong connection to their ancestors, often using their bones as art and weapons to further honor them. Bone scavengers are sent to the fields after a battle to collect the bones of their fellow allies. They often eschew the pack hunting techniques of other kholos, spreading out among their foes when encountered in groups.

BONE SCAVENGER — CREATURE 0

SMALL **HUMANOID** **KHOLO**

Perception +6; low-light vision

Languages Common, Kholo

Skills Acrobatics +5, Athletics +2, Deception +4, Stealth +6, Survival +4

Str +2, **Dex** +3, **Con** +1, **Int** –1, **Wis** +1, **Cha** +0

Items dagger (2)

AC 16; **Fort** +3, **Ref** +6, **Will** +3

HP 16

Bone Armor ⤾ **Trigger** The bone scavenger takes bludgeoning damage; **Effect** The bone scavenger angles their makeshift armor to absorb some of the blow, causing shards of bone to splinter outward. All adjacent creatures take 2d4 piercing damage (DC 16 basic Reflex save).

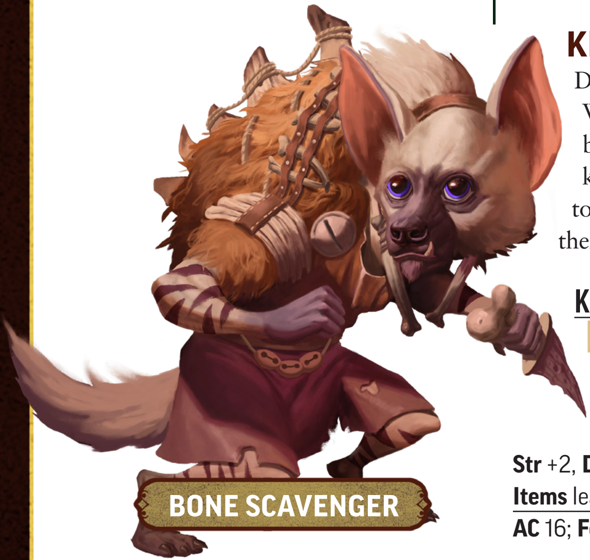
Speed 25 feet

Melee ◆ dagger +6 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Melee ◆ jaws +5, **Damage** 1d6+2 piercing

Ranged ◆ dagger +6 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Rugged Travel A kholo ignores the first square of difficult terrain they move into each time they Step or Stride.



BONE SCAVENGER

Kholo Pragmatist

Due to their aggressive lifestyle, kholo warriors rarely live to an old age. When a kholo pragmatist enters a fight, they would prefer to see another battle, so they use any possible advantage they can get to survive. They keep foes at a distance with their longspears have developed techniques to better block attacks with the weapon. If the tide of battle turns against them, kholo pragmatists will run or surrender if it's the most practical option.

KHOLO PRAGMATIST — CREATURE 1

MEDIUM **HUMANOID** **KHOLO**

Perception +7; low-light vision

Languages Common, Kholo

Skills Acrobatics +6, Athletics +6, Society +4, Stealth +7, Survival +7

Str +2, **Dex** +2, **Con** +1, **Int** +2, **Wis** +2, **Cha** +0

Items leather armor, longspear, sling (20 bullets)

AC 16; **Fort** +4, **Ref** +6, **Will** +8

HP 22

Speed 25 feet

Melee ◆ longspear +7 (reach), **Damage** 1d8+2 piercing

Melee ◆ jaws +7, **Damage** 1d6+2 piercing

Ranged ◆ sling +7 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

Pack Attack A kholo pragmatist deals 1d4 extra damage to any creature that's within reach of at least two of the kholo pragmatist's allies.

Pragmatic Aid ◆ (concentrate, visual) **Requirements** The kholo pragmatist is adjacent to a foe; **Effect** The kholo pragmatist sets up an advantageous avenue of attack for an ally within 10 feet of the same foe and then Steps away from that foe. The foe is off-guard to the kholo pragmatist's ally's next attack.

Rugged Travel As bone scavenger.

Spear Parry ◆ **Requirements** The kholo pragmatist is wielding a longspear; **Effect** The kholo pragmatist positions their spear defensively, gaining a +1 circumstance bonus to AC until the start of their next turn.

Kholo Outrider

Many kholo packs are semi-nomadic, staying in one place until they're pushed out by others, or the local resources begin to grow sparse. Before moving the pack elsewhere, the leaders send out a single kholo to blaze a trail and ensure a safe route to their next destination. These outriders are masters of the wilderness and fight better when they're alone.

KHOLO OUTRIDER CREATURE 7

MEDIUM HUMANOID KHOLO

Perception +18; low-light vision

Languages Common, Kholo

Skills Acrobatics +13, Athletics +18, Intimidation +13, Stealth +15, Survival +18

Str +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** +3, **Cha** +0

Items *+1 composite shortbow* (20 arrows), *+1 hatchet* (2), hide armor

---

AC 25; **Fort** +14, **Ref** +18, **Will** +13

HP 120

Reactive Strike ⤾ (page 231)

Speed 30 feet

Melee ◆ *hatchet* +19 (agile, magical, sweep), **Damage** 1d6+7 slashing

Melee ◆ jaws +18, **Damage** 1d6+7 piercing

Ranged ◆ *hatchet* +17 (agile, magical, sweep, thrown 10 feet), **Damage** 1d6+7 slashing

Ranged ◆ *composite shortbow* +17 (deadly d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+5 piercing

Bloody Flurry ◆◆ The kholo outrider Strikes, Steps, then Strikes again. If the kholo outrider hits the same enemy with both Strikes, that enemy takes an additional 1d6 persistent bleed damage.

Rugged Travel As bone scavenger.

Solo Hunter A kholo outrider deals 1d6 extra damage while adjacent to at least 2 enemies and no allies.

Kholo Names

Kholo names start short, with a root name that references nearby natural features, animals, or bones in some way. As they age, they gain descriptors that reflect their accomplishments or personalities.

Sample Names: Black Eel, Haunted Claw, Hawk, Lonely Beetle, Lavender in Rain, Nettle, Proud Lynx, Skull, Tall Briar, Twisted Flax, Wolf Fang at Midnight, Yellow Fern

Pragmatic Wisdom

Elder kholo leaders and bonekeepers often confer these words of wisdom to their younger kin.

A bird's path is the quickest: Most kholos understand that a straightforward approach is often best.

A blade for each scar: The more seasoned warriors in kholo packs use this phrase when speaking of past battles, noting that if one is struck first by a foe, it's best to avoid them or kill them outright so that they may not strike again.

A choice without options: This axiom is used to call attention to situations that can conceivably be solved in many ways, but only one realistically leads to survival.

A forgotten blade cuts nothing: Another bit of wisdom from battle-hardened kholos states that it's better to be prepared for a fight that may not happen than end up in a fight unprepared.

Back to the bones: This simple phrase refers to someone who has passed away.

Better to do than to fear: While kholos tend to act sensibly, many believe it's better to do something you fear than live your life in fear of it.

Honor is for the bones: Those who fight with honor often end up dead.

Runners die old: Older kholo warriors get that way because they've put this motto into practice, making a quick retreat from fights that aren't going their way.

Bone Carvings

After eating the flesh of their dead, kholo artisans carve elaborate designs into the bones, honoring the deceased kholo they once belonged to.

d10	Bone Carving
1	The top of a skull detailed with a landscape of an area that the deceased enjoyed.
2	A length of jawbone covered in a pattern of swirls.
3	A pair of fangs etched with angular lines on a necklace.
4	A seascape carved into an arm bone of a kholo sailor.
5	An intricate parade of tiny animals engraved into a series of finger bones.
6	Musical notes inscribed onto several ribs fashioned into a wind chime.
7	A pelvic bone etched with geometric shapes.
8	Detailed battle scenes carved onto the leg bone of a deceased warrior.
9	A heel bone transformed into a wind instrument.
10	Claws dyed with red ink attached to a weapon.

KOBOLD NEIGHBORS

Some kobolds live alongside other humanoids in both small villages and large cities. Many such settlements have found the need to establish clear laws to dissuade their kobold neighbors from impromptu construction work (especially in the middle of the night). A kobold who can turn their knack for building into a marketable asset can quickly become a prosperous business owner and pillar of the community.

KOBOLD

Kobolds are drawn to beings and objects of power, establishing their communities near them. Once a warren has been formed, the resident kobolds construct traps and set up ambushes to deter interlopers. More kobold statistics appear on pages 210–211 of *Monster Core*.

Kobold Trapper

Kobolds are skillful artisans, always inventing new traps and snares to defend their territory and ambush enemies. Kobold trappers enjoy showing off their crafting prowess on the battlefield.

KOBOLD TRAPPER — CREATURE 2

SMALL | HUMANOID | KOBOLD

Perception +7 (+9 to Seek for traps); darkvision

Languages Common, Sakvroth

Skills Acrobatics +5**,** Crafting +8, Stealth +7, Survival +7

Str +1, **Dex** +3, **Con** +1, **Int** +3, **Wis** +2, **Cha** +0

Items backpack, crossbow (20 bolts), formula book (containing formulas for three 1st- or 2nd-level snares; *Player Core 2* 297), leather armor, light hammer

Booby-Trapped A kobold trapper protects items in their backpack with a booby trap. This booby trap requires a successful DC 18 Perception check to notice, and two successful DC 15 Thievery checks to disable. Accessing the backpack without disabling the trap destroys its contents, and splinters explode in a 10-foot burst centered on the backpack, dealing 3d6 piercing damage (DC 15 basic Reflex save).

AC 18; **Fort** +5, **Ref** +11, **Will** +8; +1 circumstance to all defenses vs. traps

HP 32

Speed 25 feet

Melee ◆ light hammer +7 (agile), **Damage** 1d6+1 bludgeoning

Melee ◆ claw +7 (agile, unarmed), **Damage** 1d4+1 slashing

Ranged ◆ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Ranged ◆ light hammer +9 (agile, thrown 20 feet), **Damage** 1d6+1 bludgeoning

Construct Trap ◆◆◆ (manipulate) The kobold trapper creates a rudimentary trap on a surface in an adjacent square. The trap activates the next time a creature moves adjacent to it. The creature takes 2d6 bludgeoning, piercing, or slashing damage (determined by the trapper when the trap is constructed) with a DC 18 basic Reflex save. On a failure, the creature also takes a –5 status penalty to all Speeds for 1 minute. The trap is destroyed when activated or after 8 hours, whichever comes first. A trapper typically carries enough raw materials to make six traps each day.

Kobold Egg Guardian

Kobold egg guardians are some of the best warriors in a tribe, tasked with protecting the next generation. They pledge to give their lives to protect the tribe's eggs, though not before exhausting all their tricks.

KOBOLD EGG GUARDIAN — CREATURE 3

SMALL | HUMANOID | KOBOLD

Perception +9; darkvision

Languages Common, Sakvroth

Skills Acrobatics +9, Athletics +11, Deception +9, Diplomacy +9

Str +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +0, **Cha** +3

Items crossbow (20 bolts), leather armor, longspear

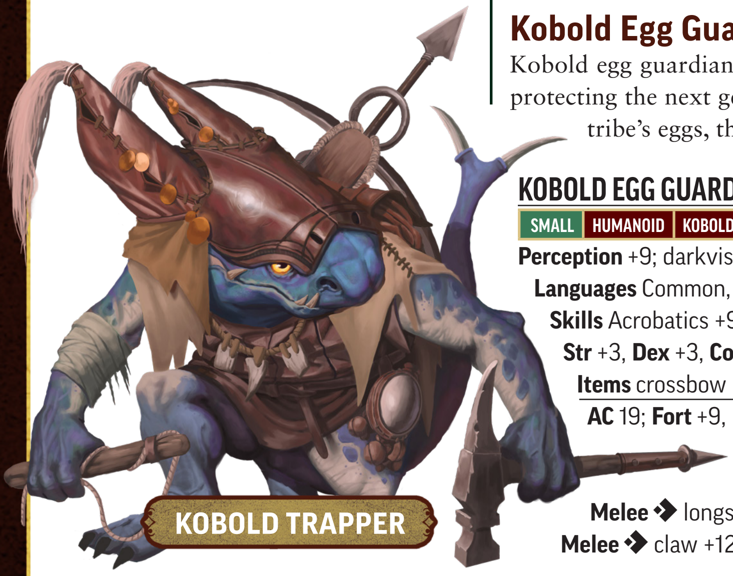
AC 19; **Fort** +9, **Ref** +12, **Will** +6

HP 48

Speed 25 feet

Melee ◆ longspear +12 (reach 10 feet), **Damage** 1d8+5 piercing

Melee ◆ claw +12 (agile, unarmed), **Damage** 1d4+5 slashing



KOBOLD TRAPPER

Ranged ◆ crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing

Immobilizing Thrust ◆◆ The kobold egg guardian makes a longspear Strike. If the Strike hits, the target must attempt a DC 20 Reflex save. On a failure, the creature is immobilized until the kobold egg guardian moves, attacks with the longspear, or is no longer wielding the longspear.

Luring Retreat ◆◆ (auditory, mental, visual) The kobold egg guardian screams and Strides up to their Speed. Each enemy who sees or hears the kobold egg guardian must succeed at a DC 17 Will save or be fascinated by the egg guardian for 1 round. On the creature's turn, it must use at least 1 action (or 2 actions on a critical failure) to move closer to the kobold egg guardian (while avoiding obvious dangers). Regardless of the result of the save, targets are immune to Luring Retreat for 24 hours.

Kobold Earth Diver

Kobold earth divers study the geology of the areas near their communities. The mystical influence of their community's patron or years of extensive training at digging or earth magic allow them to swiftly burrow through the ground and to feel movements in the ground beneath their feet.

KOBOLD EARTH DIVER — CREATURE 4

UNCOMMON | SMALL | HUMANOID | KOBOLD

Perception +13; darkvision, tremorsense (imprecise) 10 feet

Languages Common, Petran, Sakvroth

Skills Acrobatics +10, Athletics +12, Geology Lore +11, Nature +10, Stealth +10, Survival +8

Str +4, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0

Items crossbow (20 bolts), map (depicting landmarks above and below ground in 1 square mile), leather armor, pick

AC 20; **Fort** +8, **Ref** +14, **Will** +11

HP 60

Speed 25 feet, burrow 10 feet

Melee ◆ pick +14 (fatal d10), **Damage** 1d6+10 piercing

Melee ◆ claw +14 (agile, unarmed), **Damage** 1d4+10 slashing

Ranged ◆ crossbow +13 (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

Pick Smash ◆◆ The kobold earth diver smashes their pick into the ground, sending debris exploding in a 5-foot emanation. All creatures and unattended objects in range take 3d6 bludgeoning damage with a DC 20 basic Reflex save. A creature that is restrained by an earth diver's Sinkhole takes an additional 1d6 bludgeoning damage.

Sinkhole ◆◆ **Requirements** The earth diver is burrowed beneath a Medium or smaller creature aboveground; **Effect** The earth diver creates a small sinkhole under the creature, who must attempt a DC 20 Reflex save. Regardless of the result, the target's space becomes difficult terrain.

Failure The creature falls into the sinkhole and is restrained until it Escapes (DC 18).

Critical Failure As failure, and the creature takes 2d8 bludgeoning damage.

Kobold Names

Kobolds start with a one- or two-syllable given name and add more syllables as either prefixes or suffixes when they achieve great deeds and statuses.

Sample Given Names: Aliz, Bej, Dug, Erjah, Faz, Lupnip, Krak, Kop, Tol, Tik, Vek, Zul

Crafter Syllables: Bam, Brik, Ezl, Klag, Sizz, Vrok

Emissary Syllables: Draah, Kul, Ral, Spirk, Ulk

Pack Leader Syllables: Aah, Dirr, Jikah, Mukmuk, Tikah

Spiritual Leader Syllables: Fraz, Lugdij, Nuzz, Taka

Treasure Hunter Syllables: Daar, Gol, Jekk, Klink, Sil

Warrior Syllables: Bold, Dah, Gor, Kruzz, Mizzu, Skar, Stik, Zaj

Animal Domestication

Kobolds love pets, especially those who can help move or produce raw materials for their crafts.

POPULAR KOBOLD PETS

Animal	Environment	Uses
Badger	Forest or underground	Helps excavate burrows and attack invaders
Bees	Plains	Provides honey
Cat	Urban	Attracts and distracts crowds for pickpocketing,
Crab	Aquatic or coastal	Attached to shield and uses claws to pinch foes
Goat	Arctic or mountain	Method of transportation
Hare	Arctic or plains	Provides fur for clothing
Hawk	Mountain or plains	Scouts for prey and warns of incoming danger
Mole	Underground	Excavate burrows and hunt worms and insects
Octopus	Aquatic or coastal	Ambushes foes
Porcupine	Plains	Provides quills for traps
Raccoon	Forest	Steals and picks pockets
Rat	Underground or urban	Triggers traps remotely
Roadrunner	Desert	Carries messages
Scorpion	Desert or underground	Populates pit traps

Phrases and Signals

Quick coded communications between kobolds can mean the difference between life and death.

COMMON KOBOLD CODES

Code	Meaning
"Cold snap!"	Pretend to be dead.
"Boss is napping."	The coast is clear.
Drop hands to ground	Be extra stealthy!
Hawk screech	An enemy is inside the warren.
Tap two claws together	Let's flank our target.
Raise and point tail	Danger is that way.
Wiggle and point tail	Treasure or food is that way.

PHYTOREMEDIATION

Leshies and other plants can cleanse the environment of pollution, such as pesticides, oil, and even radiation. They can heal the land simply by building a leshy settlement and dwelling there over time. More ambitious leshies battle against corruption in whatever way they are best suited for. For example, a leshy might join the Sarkorian Reclaimers to liberate the land from demonic influences, or they might worship Sarenrae and fight against the Whispering Tyrant's legion of undead.

LESHY

Nature spirits inhabit bodies made of plants or fungi, blooming from primal magic to become the small people called leshies. They come in a truly immense number of diverse shapes and sizes, more so than most peoples of Golarion. This variety of forms means a leshy could have a place in nearly any type of setting for any type of story. More leshy statistics appear on pages 216–217 of *Monster Core*.

Root Leshy Groundskeeper

Hardy root leshies have the strength and stamina to dig furrows for planting seeds over long hours. Though they're humble even among leshies, they can be extremely stubborn even against powerful adversaries.

ROOT LESHY GROUNDSKEEPER — CREATURE –1

SMALL LESHY PLANT

Perception +5; low-light vision

Languages Common, Fey; *speak with plants* (root vegetables only)

Skills Athletics +5, Labor Lore +2, Nature +5, Stealth +4, Survival +5

Str +3, **Dex** +0, **Con** +3, **Int** –1, **Wis** +2, **Cha** +0

Items shovel (functions as pick)

AC 14; **Fort** +8, **Ref** +2, **Will** +5

HP 9

Verdant Burst (healing, primal, vitality) When the root leshy groundskeeper dies, a burst of primal energy explodes from their body, restoring 1d4 Hit Points to each plant creature in a 30-foot emanation. This area immediately fills with roots and vines, becoming difficult terrain. If the terrain is not a viable environment for these plants, they wither after 24 hours.

Speed 25 feet

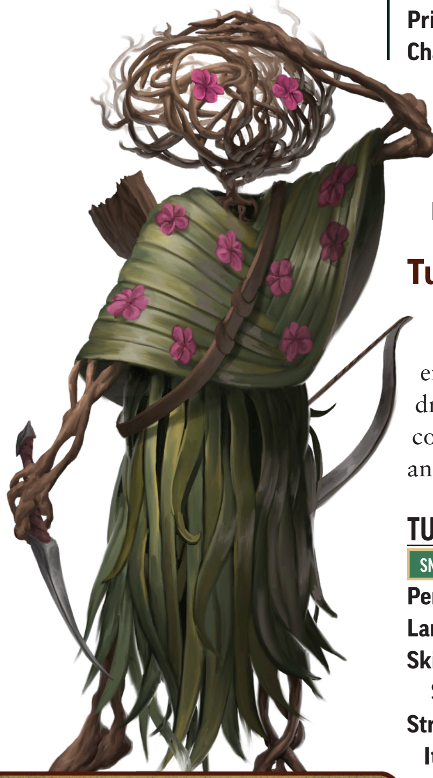
Melee ◆ shovel +5 (fatal d10), **Damage** 1d6+3 piercing

Melee ◆ fist +5 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Primal Innate Spells DC 13; **Constant (3rd)** *speak with plants* (root vegetables only)

Change Shape ◆ (concentrate, polymorph, primal) The root leshy groundskeeper transforms into a Small root vegetable (page 230). This ability otherwise uses the effects of *one with plants*.

Root in Place ◆ (manipulate, primal) The root leshy groundskeeper roots themself into the ground, reducing their Speed to 0 and granting them a +1 circumstance bonus to AC and 2 temporary Hit Points until the start of their next turn.



TUMBLEWEED LESHY COURIER

Tumbleweed Leshy Courier

A tumbleweed leshy's ability to move quickly across long distances with ease allows them to act as messengers and go-betweens. Druids often entrust these couriers with delivering important messages to their home druid circles or other druids they're acquainted with. Some even induct the couriers into the circle to teach them Wildsong for secure communication and basic magic for self-defense.

TUMBLEWEED LESHY COURIER — CREATURE 3

SMALL LESHY PLANT

Perception +12; low-light vision

Languages Common, Fey; *speak with plants* (tumbleweeds and scrubland brush only)

Skills Acrobatics +11 (+13 when Tumbling Through), Diplomacy +8, Nature +10, Society +7, Stealth +9, Survival +10

Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +2

Items crossbow (20 bolts), dagger

Tumbling Traveler The tumbleweed leshy courier gains a +10-foot circumstance bonus to Speed while traveling during exploration mode.

AC 19; **Fort** +6, **Ref** +12, **Will** +9

HP 35

Spiny Burst (healing, primal, vitality) When the tumbleweed leshy courier dies, a burst of primal energy explodes from their body, restoring 2d8 Hit Points to each plant creature in a 30-foot emanation. This area immediately fills with brambles and thistles, becoming difficult terrain. Any creature that moves through the area takes 1 piercing damage per square traversed. If the terrain is not a viable environment for these plants, they wither after 24 hours.

Nimble Dodge ⤾ **Trigger** The tumbleweed leshy courier is targeted with an attack by an attacker they can see; **Effect** The leshy gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ◆ dagger +11 (agile, finesse, versatile S), **Damage** 1d4+5 piercing

Melee ◆ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ◆ crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing

Primal Innate Spells DC 17; **Constant (3rd)** *speak with plants* (tumbleweeds and scrubland brush only)

Change Shape ◆ (concentrate, polymorph, primal) The tumbleweed leshy courier transforms into a Small tumbleweed (page 230). This ability otherwise uses the effects of *one with plants*. Additionally, when the leshy uses their Change Shape ability, they still have a Speed of 10 feet for the purpose of travel during exploration mode.

Corn Leshy Throng

A thick forest or flourishing farm sometimes sees an explosion of primal magic leading to the creation of a multitude of leshies. When still young, these spirits might band together with their crop-mates for protection or to achieve a mutual goal. Used to growing in rows, many corn leshies can form a sizable legion.

CORN LESHY THRONG CREATURE 4

GARGANTUAN LESHY PLANT TROOP

Perception +10; low-light vision

Languages Common, Fey; *speak with plants* (corn only)

Skills Acrobatics +11, Athletics +10, Nature +12

Str +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +2

AC 21; **Fort** +8, **Ref** +13, **Will** +10

HP 54 (4 segments); **Thresholds** 36 (3 segments), 18 (2 segments); **Weaknesses** area damage 5, splash damage 5

Encircling Maze A corn leshy throng is arranged in rows of stalks to envelop foes, stretching upward to block their vision. It can move into other creatures' spaces, and other creatures can move into its squares.

When a Medium or smaller creature attempts to enter any of the corn leshy throng's spaces, it must attempt a DC 20 Survival check. If the creature fails, it gets turned around—all the throng's squares are greater difficult terrain for it until the end of this turn. A creature needs to attempt this check only the first time in a round it attempts to enter one of the throng's squares.

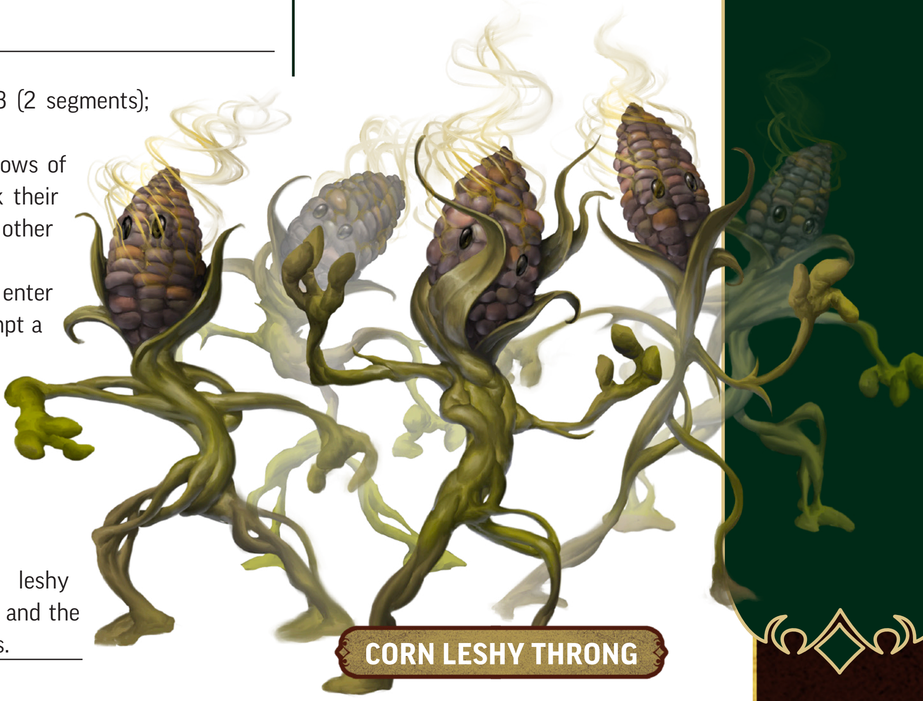
Troop Defenses (page 231)

Verdant Burst (healing, primal, vitality) As root leshy groundskeeper, except plants regain 3d8 Hit Points and the area sprouts stalks of corn instead of roots and vines.

Speed 25 feet; troop movement (page 231)

PLANT ALLIES

Some leshies align themselves (or are even called forth by) other sentient plant creatures, many of which also take vaguely humanoid forms. Though mighty arboreals (*Monster Core* 24–25) tend not to associate with those who don't live as long as they do, they share many a leshy's desire to protect the forests in which they live. Dryads (*Monster Core* 244) feel similarly, as they are bonded to a specific tree that might need guarding. More mischievous or cruel leshies, though, might find kindred spirits in sprigjacks and twigjacks (*Monster Core* 332), who look to drive off interlopers in the natural world.



CORN LESHY THRONG

APPEASING LESHY GUARDIANS

When a wary traveler comes across a druidic stone circle, a peaceful glade, or a tall, ancient tree that seems unprotected, they must be careful in case there might be a leshy or two hiding just out of sight. Unlike other entities, these leshy guardians don't require offerings of food or drink. The best way to keep these custodians happy is to simply leave the area in its natural state. Wanderers who must pass through or camp nearby are warned to not start fires or leave anything behind.

Boxing Ears ◆ to ◆◆◆ **Frequency** once per round; **Effect** The corn leshy throng lashes out with hardened ears of corn to attack each enemy in its space and in a 5-foot emanation, with a DC 18 basic Reflex save. The damage depends on the number of actions.

◆ 1d6 bludgeoning damage

◆◆ 2d6+4 bludgeoning damage

◆◆◆ 2d6+8 bludgeoning damage

Kernel Barrage ◆◆ The throng's members fling a bombardment of corn kernels. Each creature in a 30-foot cone takes 2d6 bludgeoning damage with a DC 18 basic Reflex save. When the throng is reduced to 2 or fewer segments, this area decreases to a 15-foot cone.

Gourd Leshy Witch

Some spooky leshies learn the ways of occult spellcasting from strange spirits of nature that lurk just out of sight or under cover of darkness. These witches treat their brooms as their familiars, imbuing the wood and straw with a sliver of sentience.

GOURD LESHY WITCH CREATURE 6

SMALL LESHY PLANT

Perception +12; low-light vision

Languages Common, Fey; *speak with plants* (gourds only)

Skills Acrobatics +12, Intimidation +13, Nature +14, Occultism +16, Survival +12

Str +2, **Dex** +2, **Con** +1, **Int** +4, **Wis** +2, **Cha** +1

Items *+1 broom* (functions as a staff), dagger

AC 22; **Fort** +11, **Ref** +14, **Will** +14

HP 80

Verdant Burst (healing, primal, vitality) As root leshy groundskeeper, except plants regain 4d8 Hit Points and the area sprouts gourds instead of roots and vines.

Speed 25 feet

Melee ◆ *broom* +13 (magical, two-hand 1d8), **Damage** 1d4+6 bludgeoning plus 1d6 void

Melee ◆ dagger +12 (agile, finesse, versatile S), **Damage** 1d4+6 piercing plus 1d6 void

Melee ◆ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning plus 1d6 void

Ranged ◆ dagger +12 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing plus 1d6 void

Occult Prepared Spells DC 24, attack +16; **3rd** *force barrage, slow, vampiric feast*; **2nd** *force barrage*, *grim tendrils*, *paranoia*; **1st** *fear* (×2), *ill omen*; **Cantrips (3rd)** *daze*, *detect magic*, *figment*, *shield, void warp*

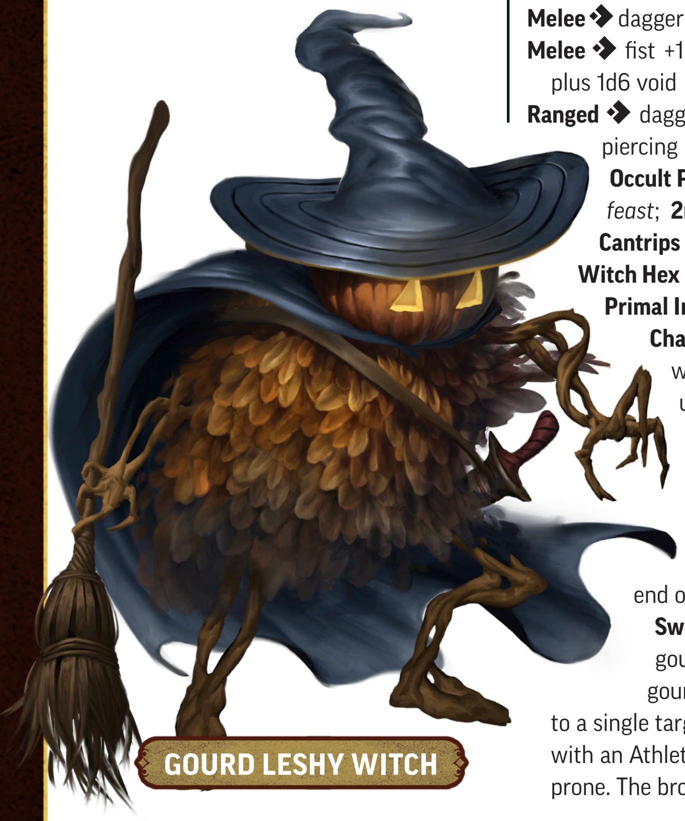
Witch Hex Spells 1 Focus Point, DC 24; **3rd** *wilding word* (*Player Core* 387)

Primal Innate Spells DC 24; **Constant (3rd)** *speak with plants* (gourds only)

Change Shape ◆ (concentrate, polymorph, primal) The gourd leshy witch transforms into a Small gourd (page 230). This ability otherwise uses the effects of *one with plants*.

Short Flight ◆ to ◆◆ (concentrate, occult) **Frequency** once per round; **Requirements** The gourd leshy witch is wielding a broom; **Effect** The gourd leshy hops on their broom, which briefly takes flight. The witch Flies 20 feet (or 40 feet if they spend 2 actions), though they must end this movement on solid ground or fall at the end of their turn.

Sweeping Spell ◆ (manipulate, occult, spellshape) **Requirements** The gourd leshy witch is wielding their broom; **Effect** If the next action the gourd leshy witch uses is to cast a non-cantrip spell that deals damage to a single target, the witch's broom flies out and attempts to Shove that creature with an Athletics modifier of +16. On a critical success, the target is also knocked prone. The broom immediately returns to the gourd leshy witch's hand.



GOURD LESHY WITCH

Leshy Names

Leshies choose and change their names multiple times throughout their lives. These names typically reflect some aspect of the leshy's personality or values, though it might also reflect a valued place, natural feature, or friend.

Sample Leshy Names: Basket of Heather, Break of Dawn, Elmer Courgetta, Fall Bouquet, Florence Petalbeard, Frozen Breath in Starlight, Its Taste is Bittersweet, Jubilant Harvest, Mourning Dew, Overcast Richsoil, Slyspore, Solstice Bloomheart, Summer Vine Tender, Twilight Bramble, Windswept Glen

Local Leshies

Leshies often represent the local plant life, though a leshy who contrasts the nearby flora might be able to tell a story about where they traveled from. Some examples of common types of leshies in various terrains are presented below.

Aquatic: Seaweed leshies can be found in most aquatic settings, especially near the ocean. Lotus leshies appear on or near lakes or rivers.

Arctic: Pine leshies live comfortable lives in colder climates. Many kinds of fruit and root leshies can be found in the arctic, such as beet, blackberry, radish, or raspberry leshies.

Desert: Cactus leshies are most at home in dry areas like deserts and are the most common type found there. Other leshies particularly suited for arid environments might include palm leaf leshies, date fruit leshies, and even watermelon gourd leshies.

Forest: Forests are full of possibilities for plant life. Fruit, fungus, gourd, leaf, root, and vine leshies of all sorts might live in a forest, depending on the region's climate. For example, colder forests might have pine leshies, while warmer groves might be full of citrus fruit leshies.

Mountain: Vine and pine leshies' skill at climbing and clinging to surfaces make them a great choice for mountainous environments, as does a root leshy's sturdy nature. Depending on the climate, a mountain might be the home of leaf and fruit leshies based on lavender, blueberries, or barley.

Plains: A wide variety of fruit, root, and leaf leshies represent the plants that fill prairies and plains. Sunflowers, turnips, wheat, apples, and tubers are just a few of the many types of flora that grow on the plains.

Sky: Leaf leshies that float on the wind are the most common leshies to be found in extreme altitudes. Many of them are kin to plants that spread seeds in the wind, such as dandelions, cottonwood trees, and elm trees.

Swamp: Seaweed and lotus leshies from swampy waters might resemble cattails, water lilies, and reeds. Fruit leshies that live in swamps might be based on bog cranberries, while vine leshies might have a touch of poison ivy in them.

Underground: Mushrooms, lichens, and mosses are best suited for growing underground, most of which are types of fungus or spore-producing plants. It's also very possible for root leshies to make their homes beneath the surface.

Leshy Entrepreneurs

As spirits of nature, leshies often find themselves out of sorts in major urbanized centers. Many cities are inhospitable to any creature beyond the people who built it, and most humanoids have outlooks and priorities that are alien to that of a leshy. Yet much like the weeds that grow between cracks in the pavement, leshies endure and adapt.

Some leshies have begun to explore the hectic world of barter and trade among other ancestries, though the majority still have issues with basics such as communication, contracts, and payment—much to the surprise of farmers and gardeners who have found their vegetables harvested and stored in the night by leshy volunteers!

Living Bouquets: Some flowering leshies have banded together to serve as decorations for venues. By arriving on the day of the event and then departing when the proceedings are finished, these leshies save time, money, and hassle on flower preservation, transport, and cleanup. Some leshies, who are more helpful than savvy in the ways of other ancestries, volunteer their services without any of the event organizers being aware of their intentions! More than one humble wedding has been graced with a "miracle" of verdant blooms that suddenly appeared on the day of the celebration, and then vanished the day after without a trace.

Plant Whisperers: Amateur gardeners often find their plants plagued with mysterious issues, such as leaf spotting or yellowing leaves that have no discernible cause. Urban leshies are often requested (with varying degrees of forcefulness) to serve as translators to determine the issue, though many clients are dismayed to discover that not just any leshy will do—leshies can only speak to plants they share a kinship with.

Seaweed Smugglers: Cargo holds can be thoroughly searched for contraband, but trying to audit every clump of seaweed that flows into port is a fool's errand. Some smugglers have taken advantage of this by asking seaweed leshies to escort certain items of contraband into local docks. As many leshies are ignorant of urban laws and trade, many agree to the jobs in order to be helpful, blissfully unaware of the potential repercussions of their actions.

Trash Collectors: Humanoids produce a lot of refuse that fungus leshies consider to be tasty treats, especially in rural areas. Fungus leshy clusters sometimes take it upon themselves to clear out local garbage heaps, sorting it among themselves and partitioning the tastiest morsels into nutritious meals.

OTHER DIVINATIONS

Though stargazing is their primary means of divination, iruxis do not rely solely on the stars for guidance. Desert iruxi clans have potent rhabdomancers who douse for water with the wishbones of predatory birds. Subterranean iruxi clans read entrails, consuming the sacrificial animals raw afterwards—a practice that has fueled adventurers' overwrought tales of caverns full of cannibal lizardfolk. Urban iruxis compensate for polluted city skies by rolling bone dice marked with star pips and the changing phases of the moon.

LIZARDFOLK

Lizardfolk culture has flowered in recent years. With that revival has come a new generation of iruxis (as they call themselves) more willing to engage with the wider world, bringing with them their society's reverence for the past, facility with nature, and willingness to defend itself. More lizardfolk statistics appear on pages 226–227 of *Monster Core*.

Tidewater Guard

Iruxi tidewater guards are capable fighters skilled at amphibious attacks and overpowering vessels along any shore. Because lizardfolk settlements are typically constructed partially underwater and partially above, they have need of defenders who can guard from attacks in both environments.

The special spaulders tidewater guards wear set them apart from other lizardfolk warriors. These protect their shoulders from cutlass and axe strikes, and might be constructed of dragon scales, turtle or giant chiton shells, lacquered wood, or even sea urchin tests. The recipe for the special resin iruxi armorers apply to harden these spaulders is a closely guarded secret, and each iruxi community's supply of the resin is small, precious, and closely guarded.

TIDEWATER GUARD CREATURE 4

MEDIUM HUMANOID LIZARDFOLK

Perception +10

Languages Common, Iruxi

Skills Acrobatics +11, Athletics +12, Nature +10, Stealth +11 (+12 while underwater), Survival +10

Str +4, **Dex** +3, **Con** +1, **Int** –1, **Wis** +2, **Cha** +0

Items studded leather armor, trident with 50 feet of line (2)

Deep Breath A tidewater guard can hold their breath for 20 minutes.

Tethered Tridents The tidewater guard's tridents are specially prepared to be aquadynamic and tethered by ropes. They have the tethered trait, meaning that a wielder who has a free hand can Interact to pull the weapon back into their grasp after they have thrown it as a ranged attack or after it has been disarmed (unless it is being held by another creature).

AC 21; **Fort** +11, **Ref** +11, **Will** +10

HP 60

Reactive Strike ⤾ (page 231)

Speed 25 feet, swim 25 feet

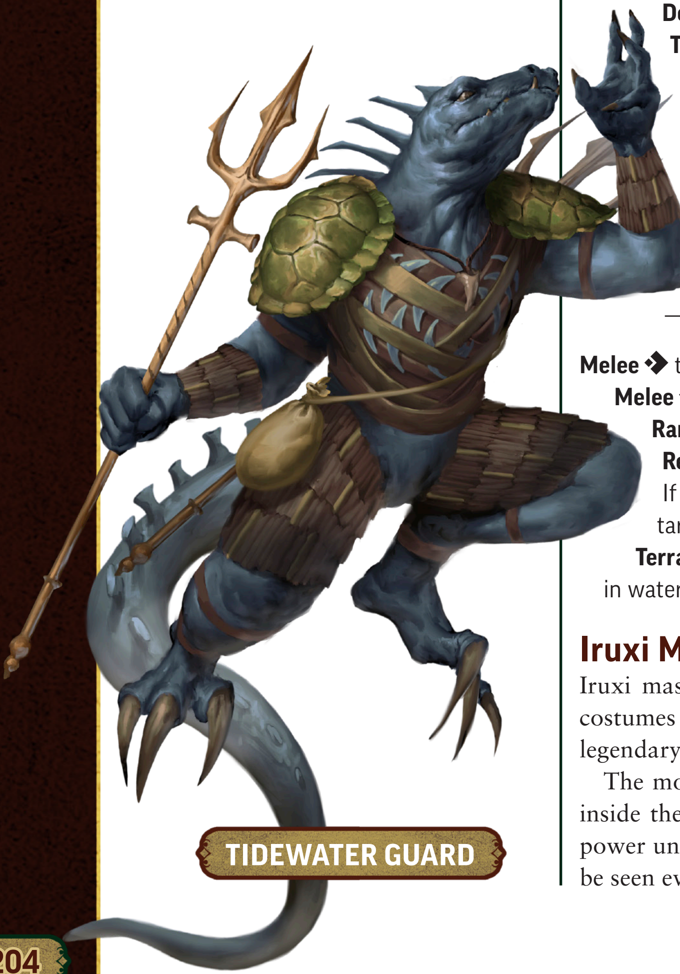
Melee ◆ trident +14 (tethered), **Damage** 1d8+7 piercing

Melee ◆ claw +14 (agile), **Damage** 1d6+7 piercing

Ranged ◆ trident +13 (tethered, thrown 20 feet), **Damage** 1d8+7 piercing

Reel In ◆◆ The tidewater guard makes a ranged Strike with their trident. If the Strike hits, the guard can haul on the attached line, moving the target up to 30 feet in a straight line toward the iruxi.

Terrain Advantage Non-lizardfolk creatures that are in difficult terrain or are in water and lack a swim Speed are off-guard to the tidewater guard.



TIDEWATER GUARD

Iruxi Masked Mummer

Iruxi masked mummers bring lizardfolk myths to life, donning elaborate costumes and bone masks to enact stories featuring their ancestors, the gods, legendary dragons and dinosaurs, and nature spirits of all kinds.

The most talented mummers claim their ritual dances invite these spirits inside them, suffusing their bodies with starlight and lending them primal power uniquely tied to the luminaries their masks represent. This magic can be seen even by those without magical ability, as they can see glowing motes shaped like distant stars seeming to float under the skin of the mummer.

IRUXI MASKED MUMMER CREATURE 9

UNCOMMON MEDIUM HUMANOID LIZARDFOLK

Perception +18

Languages Common, Draconic, Iruxi, Thalassic

Skills Acrobatics +17, Athletics +17, Intimidation +19, Iruxi Lore +20, Nature +18, Performance +20, Society +16, Survival +18

Str +2, **Dex** +4, **Con** +0, **Int** +1, **Wis** +3, **Cha** +4

Items ceremonial skull mask, *+1 striking handwraps of mighty blows*, mummer's costume, *lesser maestro instrument* (hand drum)

Deep Breath As a tidewater guard.

AC 27; **Fort** +15, **Ref** +19, **Will** +18

HP 155

Speed 25 feet, swim 20 feet

Melee ◆ tail +20 (finesse, sweep), **Damage** 2d6+8 bludgeoning

Melee ◆ claws +20 (agile, finesse, versatile P), **Damage** 2d4+8 slashing

Ranged ◆◆ spectral roar +19 (primal, range 30 feet, sonic), **Damage** 3d10 sonic

Don Mask ◆◆◆ (primal) **Frequency** once per 10 minutes; **Effect** The mummer dons a ceremonial skull mask, calling an ancestral spirit to come to their aid. The spirit answers with a spell the mummer can cast as a primal innate spell (5th rank, DC 27) as part of the Don Mask activity. The mummer also gains a primal boon that lasts for 1 minute. After the minute is over or the mask is removed, the spell and boon end if either is still active, and the mummer is fatigued. The most common legendary spirits the masks can invoke are:

- **Fiery Akkarok** (tyrannosaurus mask); **Spell** *blazing bolt* (3-action version); **Boon** The mummer's melee Strikes deal an additional 2d6 fire damage.
- **Hazi Zephyr-Borne** (griffon or iruxi mask); **Spell** *wall of wind*; **Boon** The mummer gains a fly Speed of 20 feet.
- **King of Storms** (roc or horned dragon mask); **Spell** *howling blizzard*; **Boon** The mummer gains the Reactive Strike reaction (page 231) that can be used only with their tail.
- **Nessek, the Wave Dancer** (mosasaur mask); **Spell** *slither*; **Boon** The mummer's claw Strikes deal an additional 2d4 persistent bleed damage.
- **Zalok, Who was Called to Black Harbor** (naga or spinosaurus mask); **Spell** *hydraulic torrent*; **Boon** The mummer gains a +10-foot status bonus to their land Speed and swim Speed.

Starry Presence ◆ (aura, illusion, light, mental, primal) 30 feet. With a quick dance, the iruxi masked mummer surrounds themself with a starlight image resembling a figure from legend. The image lasts until the start of the mummer's next turn. An enemy that enters or starts its turn in the aura must succeed at a DC 25 Will save or become dazzled until the start of its next turn.

Iruxi Names

In most clans, a revered astrologer chooses the names of the young hatchlings. The ascendant star signs majorly affect the choice of name, which is often chosen to evoke a major figure in the clan's history who was born under a similar sign. Lizardfolk bear their names proudly, knowing they are written in the stars and across a glorious and ancient history.

Sample Names: Ashnageg, Biskan, Drozk, Esdru, Gassra, Hezgish, Kantik, Messim, Nimmek, Tumtomuk, Umashuk

Signs and Portents

Some iruxis consult the stars every night, but every iruxi keeps at least one eye out for significant celestial configurations or other spiritual portents. Below are some omens commonly recognized by iruxi clans.

A blue moon rises as a blood moon: The spirit world presses unusually close. Watch out for magical portals, doors that lead to unexpected places, and increased haunt activity.

Catching a two-headed frog or snake: A typhoon is coming. Prepare for flooding, shore up levees, and move egg clutches to high ground.

A new moon transits in front of the Maw constellation: Doom, evil, pending catastrophe. Be on the alert against necromantic magic and vampirism.

A new star appears in the sky: A notable iruxi has joined the celestial pantheon. Pay your respects to any iruxi who has recently passed. Healing spells prepared this night will be particularly potent.

An ox, water buffalo, or sauropod collapses unexpectedly: Famine is likely in the future. Store food and stock up on supplies.

Spotting an albino bat: Good fortune. Take risks, make large business investments, and gamble freely.

Starlight makes a weapon or claw glow: One of the fey is nearby. Speak politely, avoid rhyming speech, and do not stray from the path. Beware of redcaps, twigjacks, and will-o'-wisps.

Iruxi Music & Dance

The dances of iruxi masked mummers are only one facet of a rich tradition of performance. Adventurers might also encounter iruxi...

- **Drum speakers** using talking drums to slip messages into songs or communicate over long distances.
- **Echosmiths**, whose songs on the marimba or dulcimer (occasionally accompanied by magical illusions) are said to recall forgotten dreams.
- **Lutists** who have adapted halfling fingerpicking styles to their clawed hands.
- **Panpipe players** who can imitate birdsong with felicity.
- **Sword dancers** who compete to nick the tips of their rivals' tails.

BEYOND THE HOLDS

Orcs are dynamic instruments of change. Through their travels, they learn about other communities. They can teach others orc history to build bridges and bring new ideas to their holds, ushering in a new era of inclusivity and cultural exchange. Traveling orcs are often curious to a fault, willing to try anything at least once. Outside of their hold, they make their living on the generosity of others and will not hesitate to pay back kindness in turn.

ORC

Orcs have a strict moral code encompassing valor and accomplishment, and they cast out those unwilling to follow it. For the last few generations, orcs have been trying to erase the narratives around their culture as being solely focused on war and violence. They invite other races and adventuring parties inside their holds so they may experience the truth of who the orcs are. More orcs appear on pages 258–259 of *Monster Core*.

Orc Agriculturalist

In the severe lands orcs occupy, there are no lush fields blooming with crops. An orc farmer must be tough and just as adept at foraging as planting and harvesting.

ORC AGRICULTURALIST — CREATURE 1

MEDIUM HUMANOID ORC

Perception +7; darkvision

Languages Common, Orcish

Skills Athletics +5, Crafting +3, Farming Lore +13, Nature +11, Survival +7

Str +2, **Dex** +1, **Con** +2, **Int** +0, **Wis** +4, **Cha** +0

Items blowgun (20 darts), pitchfork (as longspear), poisonous herb (5), sickle

Farming Specialist For encounters involving farming, harvesting, or identifying plants, the agriculturalist is a 5th-level challenge.

AC 14; **Fort** +9, **Ref** +6, **Will** +7

HP 25

Speed 25 feet

Melee ◆ pitchfork +7 (reach), **Damage** 1d8+2 piercing

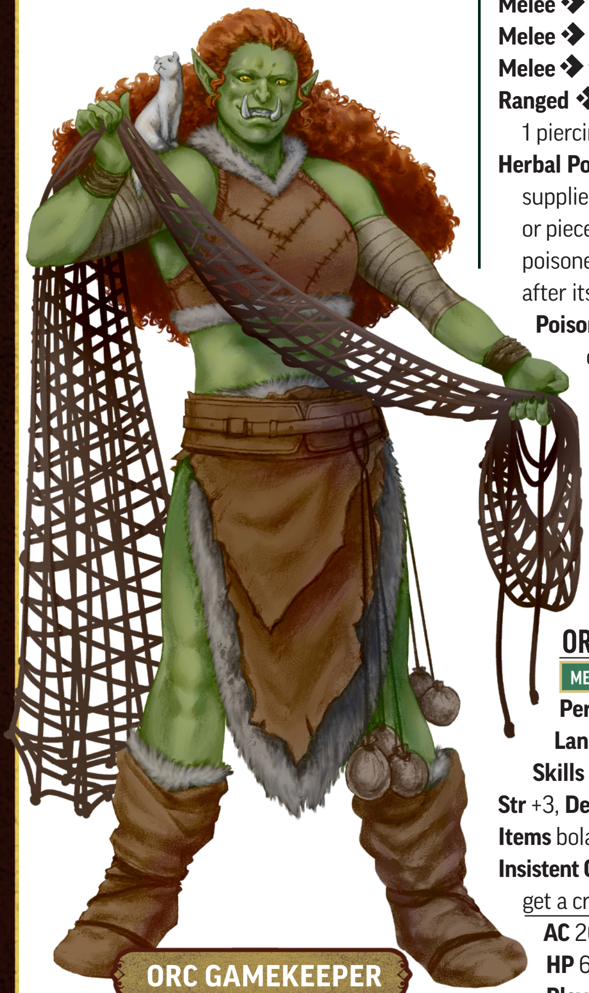
Melee ◆ sickle +7 (agile, trip), **Damage** 1d4+2 slashing

Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ◆ blowgun +6 (agile, nonlethal, range increment 20 feet, reload 1), **Damage** 1 piercing

Herbal Poison ◆ (manipulate, poison) The agriculturalist quickly turns some of their supplies of poisonous herbs into an herbal poison, then applies it to a melee weapon or piece of ammunition in their possession. The next successful attack with a weapon poisoned this way deals an additional 1d6 poison damage. The applied poison fades after its damage is applied to an attack or 1 minute passes, whichever happens first.

Poison Detector ◆◆ The orc agriculturalist attempts a Farming Lore or Nature check to determine whether an object is poison or has been poisoned. The DC is the poison's DC (if any), or the standard DC of the poison's level. On a critical success, they also learn the number and types of poison involved.



ORC GAMEKEEPER

Orc Gamekeeper

Gamekeepers live on the outskirts of the hold, usually remaining solitary and tending to animals they've captured. Every part of a trapped animal can be useful for making supplies or trading.

ORC GAMEKEEPER — CREATURE 4

MEDIUM HUMANOID ORC

Perception +13; darkvision

Languages Common, Orcish

Skills Athletics +13, Diplomacy +9, Nature +13, Stealth +12, Survival +11

Str +3, **Dex** +4, **Con** +0, **Int** +0, **Wis** +3, **Cha** +1

Items bola (4), hampering snare (2, *Player Core 2* 298), net, whip

Insistent Command When the gamekeeper rolls a success to Command an Animal, they get a critical success instead; if they roll a critical failure, they get a failure instead.

AC 20; **Fort** +10, **Ref** +12, **Will** +9

HP 65

Play Chicken ⤾ **Trigger** An adjacent enemy misses the gamekeeper with a

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melee attack; **Effect** The gamekeeper attempts to capture the flailing assailant. They attempt an Athletics check to Grapple the attacker.

Speed 25 feet
Melee ◆ whip +14 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+9 slashing
Melee ◆ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning
Ranged ◆ bola +14 (nonlethal, ranged trip, thrown 20 feet), **Damage** 1d6+9 bludgeoning
Animal Tandem ◆◆ The orc gamekeeper makes a Strike against a creature adjacent to one of the gamekeeper's animal allies. If it hits, the animal ally deals one die of damage to the target, using the highest damage die among its unarmed attacks.

Dromaar Lorekeeper

Lorekeepers are meticulous keepers of the colorful and often misunderstood history of orcs and dromaar. They're jovial wanderers, telling their stories to anyone who will listen.

DROMAAR LOREKEEPER CREATURE 5

MEDIUM | DROMAAR | HUMAN | HUMANOID | ORC

Perception +10; low-light vision
Languages Common, Orcish
Skills Diplomacy +12, Occultism +11, Orc Lore +15, Performance +12, Society +13
Str +1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +2, **Cha** +3
Items dagger, lute (handheld musical instrument)
Spotlight Ready When performing for crowds of 10 or more, the dromaar lorekeeper gains a +2 circumstance bonus to their Performance checks.

AC 21; **Fort** +9, **Ref** +12, **Will** +13
HP 70
Final Tale (auditory, mental, occult) When the lorekeeper dies, they utter a brief but poignant final story that shakes those nearby to their core. Each creature in a 10-foot emanation must succeed at a DC 20 Will save or be paralyzed for 1 round.

Speed 25 feet
Melee ◆ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus 1d10 sonic
Melee ◆ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 piercing plus 1d10 sonic
Ranged ◆ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing plus 1d10 sonic
Occult Spontaneous Spells DC 22, attack +14; **3rd** (2 slots) *enthrall*, *heroism*; **2nd** (3 slots) *laughing fit*, *noise blast*, *translate*; **1st** (3 slots) *bless*, *phantasmal minion*, *ventriloquism*; **Cantrips (3rd)** *daze*, *figment*, *message*, *summon instrument*, *telekinetic projectile*

Orc Skullcrushers

Orc warriors search for more effective weapons and tactics—most physical, but some magical. As they fought back against the undead on their borders, they formed bands of skullcrushers to crush hordes of skeletons.

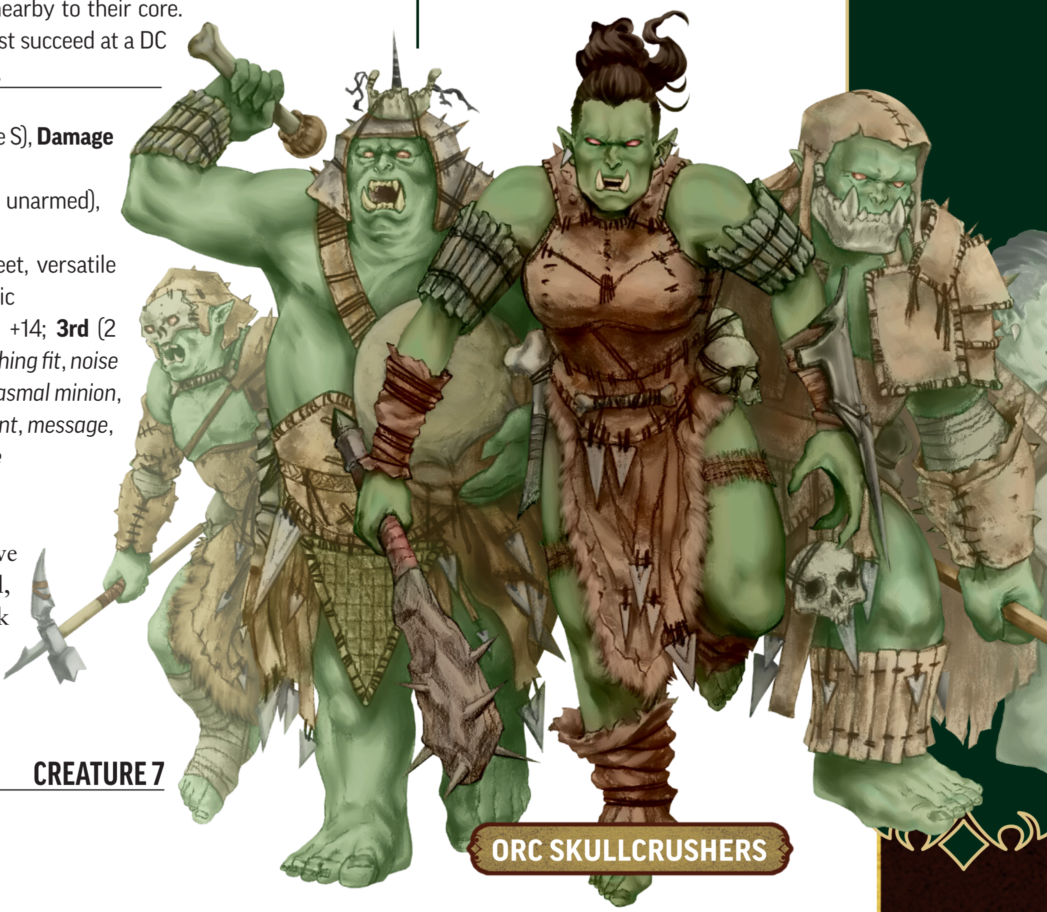
ORC SKULLCRUSHERS CREATURE 7

GARGANTUAN | HUMANOID | ORC | TROOP

Perception +15; darkvision
Languages Common, Orcish

DROMAARS

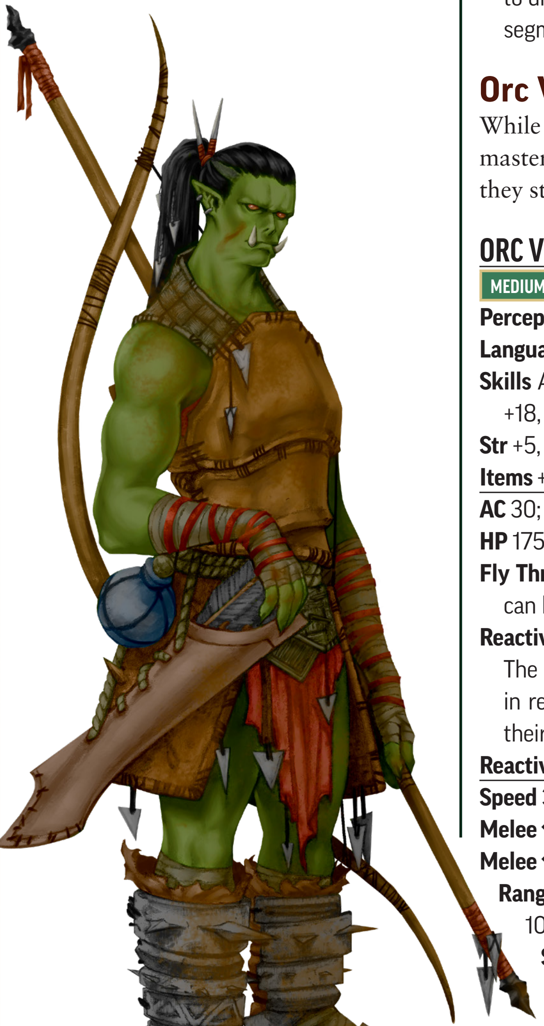
The offspring of humans and orcs, dromaars' physiology can vary from looking like a human with tusks to an orc with curly, blonde hair. Their orc parent usually teaches them how to wield a weapon and speak Orcish, but they aren't expected to become soldiers or use their combat skills to make a living. Dromaars are free to explore their interests and live as they choose, inside or outside of a hold. Orcs are accepting of their dromaar relatives and welcome them into their communities.



ORC SKULLCRUSHERS

RESPECT YOUR ELDERS

Elder warriors (such as the orc veteran master) are typically middle-aged or older and past their prime. They seldom go into battle, instead being revered as the utmost source of knowledge on combat. They spend their days in the holds, training young warriors and adventurers who come bringing valuable trade goods.



ORC VETERAN MASTER

Skills Athletics +17, Intimidation +15, Stealth +16, Survival +13

Str +4, **Dex** +3, **Con** +4, **Int** +0, **Wis** +2, **Cha** +0

AC 24; **Fort** +17, **Ref** +16, **Will** +13

HP 120 (4 segments); **Thresholds** 80 (3 segments), 40 (2 segments); **Resistances** void 8; **Weaknesses** area damage 8, splash damage 8

Troop Defenses (page 231)

Speed 25 feet; troop movement (page 231)

Chant of Dominance ◆ (divine, holy, spirit) **Effect** Orc war drummers lead the other skullcrushers in a holy chant extolling their superiority in battle. Any creature damaged by the skullcrushers this turn also takes 1d6 persistent spirit damage.

Crush Skulls ◆ to ◆◆◆ **Frequency** once per round; **Effect** The skullcrushers smash their mauls and clubs against each enemy in a 5-foot emanation, with a DC 22 basic Reflex save. The damage depends on the number of actions.

◆ 1d12 bludgeoning damage

◆◆ 1d12+8 bludgeoning damage

◆◆◆ 2d12+8 bludgeoning damage

Sacred Salvo ◆◆ (divine, vitality) The skullcrushers fling a fusillade of sling bullets enchanted with life energy intended to destroy undead. This barrage is a 10-foot burst within 50 feet that deals 3d6 bludgeoning damage plus 1d6 vitality damage to undead, with a DC 22 basic Reflex save. When the troop is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Orc Veteran Master

While the sword and shield are reliable and proven in battle, the veteran master *is* the weapon. They have been hardened by decades of fighting, but they still manage to find peace within themselves to gain a physical advantage.

ORC VETERAN MASTER CREATURE 10

MEDIUM HUMANOID ORC

Perception +20; darkvision

Languages Common, Orcish

Skills Acrobatics +20, Athletics +23, Diplomacy +15, Intimidation +20, Warfare Lore +18, Stealth +20

Str +5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +1

Items *+1 striking bo staff*, *+1 breastplate*, *+1 striking composite longbow* (20 arrows)

AC 30; **Fort** +19, **Ref** +20, **Will** +18

HP 175

Fly Through Battle The veteran master gains an additional reaction each round that can be used only to make a Reactive Pursuit.

Reactive Pursuit ⤾ **Trigger** An enemy within reach attempts to move away; **Effect** The veteran master Strides up to their Speed, following the enemy and keeping it in reach throughout its movement until it stops moving or the master has moved their full Speed.

Reactive Strike ⤾ (page 231)

Speed 30 feet

Melee ◆ *bo staff* +24 (magical, parry, reach, trip), **Damage** 2d8+13 bludgeoning

Melee ◆ fist +24 (agile, nonlethal, unarmed), **Damage** 2d4+13 bludgeoning

Ranged ◆ *composite longbow* +23 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+10 piercing

Staff Swipe ◆◆ The veteran master extends their reach to smash multiple creatures with their bo. They attempt a bo staff Strike against each enemy in a 15-foot cone. This counts as two attacks toward their multiple attack penalty, but the penalty doesn't increase until after all the attacks.

Reshape the Battle ◆ The veteran master attempts a bo staff Strike. If it hits a creature of the master's size or smaller, the master can automatically Reposition it to any space within the bo staff's reach.

Orc Names

The most common orc given names are Orcish words for desirable traits, and use the harsh, guttural syllables of that language. Orcs usually go by their given name and the name of the hold they come from, or choose a surname based on an accomplishment, especially one that demonstrated their strength. Dromaar names might be similar, or might use the conventions of human names, and often include an Orcish given name and human surname.

Orc Sample Names: Augun Burning Moon, Ausk Trollslayer, Draozog Micani, Gliogg Warcry, Krizz Griffonbreaker, Mahja Empty Hand, Ollak Blisterwell, Onyat Urgir, Vez Necksnapper, Xeihand Thurud, Yexa Ghoulripper.

Dromaar Sample Names: Vishmel Fane, Ogugbuun Oyemi, Ooglat Averaka, Uloth Dalleran, Arobb Kondy, Zor Ipwish, Doloth al-Masar

In the Darkness

Orcs are primarily nocturnal, active throughout the night. Their ability to see in darkness enables them to take on most activities other humanoids undertake during the day. Those in or approaching an orc hold or camp at night might experience the following.

- Torches and bonfires lit for warmth, cooking, accommodating dromaar kin, and tasks that require seeing color.
- Low songs echoing in the quiet of the night.
- Eye-testing target practice against mannequins painted in colors.
- Children hunting for sleeping reptiles.
- The smell of meat roasting on low coals.
- Orcs playing with bats or other nocturnal pets.
- Plays conducted with glow-in-the-dark makeup.

Orc Expressions

Orc sayings relate back to their culture's emphasis on strength and glory.

Let blood meet blood: Do not intervene in a dispute.

Not only thunder rumbles: Warning about stampedes, but also a reminder that sometimes even your instincts are wrong. Occasionally a tease when someone is hungry.

A scar on the shoulder: A deed meant to show strength that isn't impressive, such as winning a battle against a far inferior opponent.

The calf walks!: Someone is prepared for something earlier than expected, especially used for precocious children learning ways of battle.

The old weed holds the soil: Respect elders and leaders who bind the community.

End it on the pyre: Do no dwell on the past, often encouraging a ceremony to mark a change. Originally about burning corpses so they wouldn't rise as undead.

Go fight a god: You're no threat to me, so stop wasting my time.

Trophies and Gifts

In orc holds, commerce runs on traded goods. Most gifts have significance behind them, and even orcs and dromaars outside the hold continue these traditions.

Gift	Significance
A horn or tooth from an animal	You are a fearsome warrior
A smooth, dark stone	I value your friendship
A crown of wildflowers	I am interested in courting you
A braided leather bracelet or a metal ring	We are a bonded pair; I would like to be married
A bird skull	I mourn your loss alongside you
A meal of meat and root vegetables	I celebrate you on your day of birth
A jagged stone smeared with their blood	I am sorry and I want to reconcile with you

Orc Drinks

A strong drink is the perfect follow-up to a successful battle or expedition. Many of these—but not all—are alcoholic. The most important thing is that they're hard to drink and demonstrate strength by the drinker.

d10	Beverage	Ingredients
1	Arkhi	Distilled animal milk
2	Drokaj	Potato spirit infused with hot peppers
3	Eghar	Fermented chokecherry juice
4	Gin	Barley spirit flavored with juniper berries
5	Hernjat	Distilled grape juice with mix of bitter herbs
6	Hraak	Piping-hot buzzard blood
7	Ogogoro	Distilled palm tree juice
8	Revenant tonic	Any liquid with crushed undead bones
9	Ripping pulque	Fermented agave, shaken with poisonous toad glands
10	Tangat	Thistles boiled in fat

Orc Pets

Tamed animals provide orcs both loving companionship and an ally for hunting, exploration, travel, or toil. Many orcs feed a draft of their own blood to a beloved pet in a ceremony to seal their bond. Some orc pets include dire wolves (3rd level, *Monster Core* 350), drakes (various levels, *Monster Core* 128–133), giant bats (2nd level, *Monster Core* 40), gortheks (shaggy-haired ungulates), holdfasts (4th level, *Howl of the Wild* 160), smilodons (6th level, *Monster Core* 51), and war pigs (6th level, *Pathfinder Adventure Path #208: Hoof, Cinder, and Storm* 87).

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YSOKI SNARES

Although not so fond of them as kobolds, it's common for ratfolk to use snares and traps to defend their warrens. The placement and triggers for permanent traps are carefully considered to avoid wandering ysoki, especially children. Snares (*Player Core 2* 297) or even simple caltrops are often preferred as an alternative, deployed when the warren is threatened.

RATFOLK

Ysoki (or, as outsiders call them, ratfolk) in their warrens have a society that is both stern and democratic, caring and ever vigilant. And at the top is a handful of intimidating and protective figures who make sure the swarm remains safe. The ratfolk grenadier appears on page 289 of *Monster Core*.

Tunnel Viper

There is no better way for a ysoki to distinguish themself than to defend the warren, with many proving themselves by venturing out and challenging monsters they come across. Those who return triumphant from such tests find themselves among the ranks of ysoki warriors, able to wear their accomplishments as a badge of pride. They often venture out again once established and experienced to attain more notoriety as warriors.

TUNNEL VIPER — CREATURE 1

SMALL HUMANOID RATFOLK

Perception +7; darkvision

Languages Common, Sakvroth, Ysoki

Skills Acrobatics +6, Athletics +6, Nature +5, Stealth +8, Survival +5, Thievery +6

Str +3, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0

Items arbalest (20 bolts), caltrops (3), ranseur, scale mail

AC 16; **Fort** +5, **Ref** +9, **Will** +5

HP 20

Speed 25 feet; swarming, tunnel travel

Melee ◆ ranseur +8 (disarm, reach 10 feet), **Damage** 1d10+3 piercing

Melee ◆ jaws +8 (agile), **Damage** 1d4+3 piercing

Ranged ◆ arbalest +8 (backstabber, range increment 110 feet, reload 1), **Damage** 1d10 piercing

Running Reload ◆ The tunnel viper Strides, Steps, or Sneaks, then Interacts to reload.

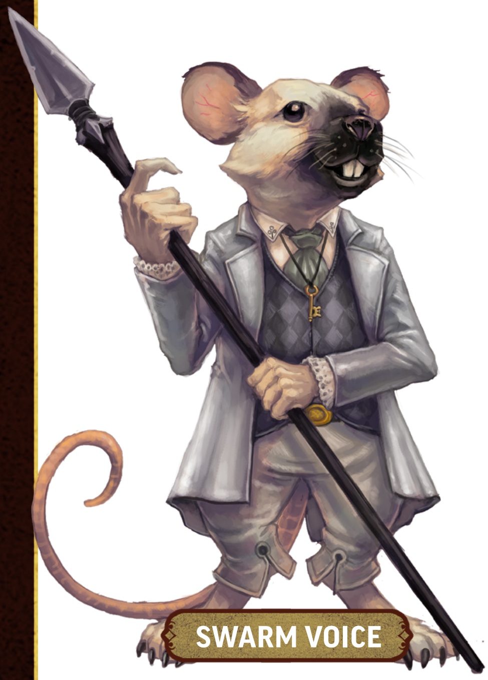
Swarming A tunnel viper can end their movement in the same square as an ally that also has this ability. Only two such creatures can share the same space.

Tunnel Fighter The tunnel viper deals an additional 1d6 precision damage to creatures that are Squeezing or in difficult terrain due to narrow spaces.

Tunnel Travel Narrow spaces aren't difficult terrain for the tunnel viper, and the viper can Squeeze at 5 feet per round (or 10 feet on a critical success).

Swarm Voice

The swarm voice is the secular leader of a ysoki warren or one family in a larger warren. If there is a dispute, the swarm voice resolves it. If there is a negotiation, they orchestrate it. If war is about to break out, they declare it. The swarm voice is the welcoming hand and the iron fist of their colony.



SWARM VOICE

SWARM VOICE — CREATURE 3

SMALL HUMANOID RATFOLK

Perception +9 (+18 to Sense Motive); low-light vision

Languages Common, Ysoki

Skills Acrobatics +8, Athletics +9, Diplomacy +17, Intimidation +15, Legal Lore +16, Performance +15, Society +16, Survival +10

Str +2, **Dex** +1, **Con** +0, **Int** +3, **Wis** +3, **Cha** +4

Items lesser acid flask (4), crossbow (20 bolts), longspear

Voice of the Swarm For encounters involving negotiation or diplomacy, the swarm voice is a 7th-level challenge.

AC 18; **Fort** +7, **Ref** +8, **Will** +11

HP 45

Speed 25 feet; swarming

Melee ◆ longspear +11 (reach), **Damage** 1d8+5 piercing

Melee ◆ jaws +11 (agile), **Damage** 1d4+5 piercing
Ranged ◆ alchemical bomb +10 (range increment 20 feet, splash), **Damage** 1d6 persistent acid plus 1 acid splash damage
Ranged ◆ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing
Advise Swarm ◆◆ (auditory, linguistic, mental) The swarm voice issues orders to move. Each ratfolk from the same warren in a 15-foot emanation can spend a reaction to Step, Stride, or Take Cover.
Chittering Terror ◆◆ (auditory, emotion, fear, mental) The swarm voice chitters, creating a terrifying din, and encourages their allies to join in. Each enemy within 30 feet must succeed at a DC 19 Will save or be frightened 1 (or frightened 2 on a critical failure). An enemy takes a –2 circumstance penalty to its save if it's adjacent to one or more ratfolk allied with the swarm voice. Regardless of the result of a creature's save, it's then temporarily immune for 1 hour.
Swarming As tunnel viper.

Bone Mother

The bone mother—a warren's oracle—cuts an imposing figure. Bone mothers can be any gender despite the name, wearing the skull of a giant rat and covering their clothing in dangling bones. When a member of the warren dies, they gift a bone (usually a finger bone) to the oracle, who exists as both a physical repository of those who came before and a living history of their warren.

BONE MOTHER CREATURE 6

SMALL HUMANOID RATFOLK

Perception +13; low-light vision
Languages Common, Requian, Sakvroth, Ysoki
Skills Deception +14, Fortune-Telling Lore +16, Intimidation +14, Medicine +13, Occultism +16, Performance +14, Religion +13, Society +12
Str +0, **Dex** +3, **Con** +0, **Int** +2, **Wis** +3, **Cha** +4
Items bones for fortune telling, *+1 dagger*

AC 23; **Fort** +12, **Ref** +13, **Will** +15
HP 80
Rattling Bones ⤾ (occult, spirit) **Trigger** The bone mother or another ratfolk in their square takes damage from a melee Strike; **Effect** Spirits from the bones emerge to deal 2d6 spirit damage to the attacker with a DC 24 basic Will save.

Speed 25 feet; swarming
Melee ◆ *dagger* +16 (agile, finesse, versatile S), **Damage** 1d4+6 piercing plus 1d10 spirit
Melee ◆ jaws +15 (agile, finesse), **Damage** 1d4+6 piercing plus 1d10 spirit
Ranged ◆ *dagger* +16 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing plus 1d10 spirit
Occult Spontaneous Spells DC 24, attack +16; **3rd** (4 slots) *enthrall*, *haste*, *paralyze*, *ring of truth*; **2nd** (4 slots) *augury*, *cleanse affliction*, *dispel magic*, *translate*; **1st** (4 slots) *bless*, *command*, *mindlink*, *sanctuary*; **Cantrips (3rd)** *daze*, *detect magic*, *guidance*, *light*, *telekinetic projectile*
Swarming As tunnel viper.

Ysoki Names

Ysoki given names are passed down within families, and it isn't uncommon for ysoki pups to be named after their parents, grandparents, or an esteemed aunt or uncle. Ysoki names are generally short but can be altered to differentiate from other family members (i.e. Heskk could become Hesska or Hesski). To further specify, ysoki are often given nicknames, which function as titles and are added to the end like a surname. Nicknames can be given during adolescence, but are generally bestowed later, after the ysoki has distinguished themself in some way.

Samples Names: Krich Ironglove, Riddl Cleverclever, Aross the Patient, Grav Swarmbringer, Saz Shinywares, Shirikk Swampbreath, Vex Threescars, Laliss Allcaring, Minz the Shadow, Sayr the Climber, Qelt Finefur, Villech Elfbane, Nabbn, Stig Firestarter, Chael Magemind

Warren Hierarchy

Most warrens are run by a swarm voice or bone mother, with some lucky warrens having both. An experienced hunter or military advisor ranks just underneath the leaders. Below that are skilled alchemists, tinkerers, merchants, mothers, caretakers, and educators. At the bottom is the ysoki population at large.

Regardless of their position in the hierarchy, everyone in the swarm is heard—every ysoki is important. Though they have to delegate power, they operate in a democratic structure, with the entire warren meeting to make major decisions.

Dens of Fangs

To achieve the title of tunnel viper carries some prestige, but slayers in larger warrens have established private orders that function both as secret societies and elite combat units. The members of each Den of Fangs use special titles with one another, which might be used across the organization or for individuals. Often these are named for dangerous wild creatures found near the warren.

Fangs Nicknames: Centipede, Cutter, Kel, Miggy, Mudslide, Shatter, Slimy, Spider, Tripwire

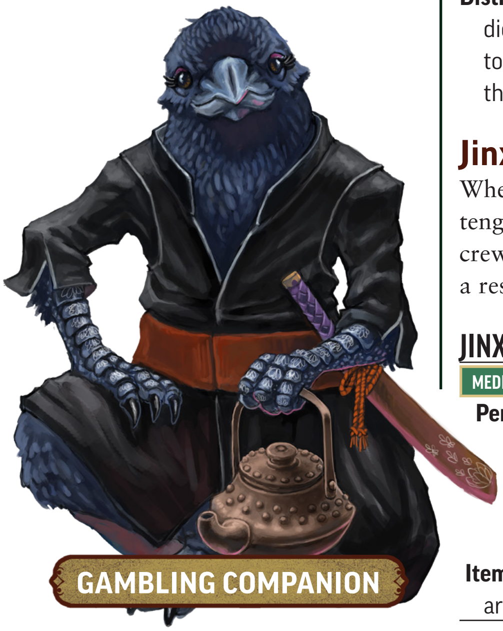
Other Warrens

Not every ysoki "warren" is a literal underground den. To ysoki, "warren" and "home" are synonymous. Though the physical structure can take many forms, the warren is almost always bustling with boisterous noise, dimly lit, and protected by booby traps.

- Crowded house in a city
- Sprawling mountain complex
- Alchemical foundry
- Sailing ship (mostly below decks)
- Martial arts dojo
- Forest fort
- Repurposed castle dungeon
- Igloo

STORM SURGE BLADE STYLE

This popular fighting style was originally developed by a master of the tengu gale blade. There are two main disciplines students follow. Gusting Winds encompasses rapid strikes, feints, and disarms. Crashing Waves focuses on tripping and grappling techniques. Those who reach the highest level of training appear to harness the wind to enhance their bladework, manipulating the air around them with every swing.



GAMBLING COMPANION

TENGU

Originally hailing from the continent of Tian Xia, tengu have spread across the globe. Though some staunchly uphold traditions, gazing at the sky from the tallest mountaintops, other tengu remain on the ground, adapting and blending into the societies in which they settle. More tengu statistics appear on page 325 of *Monster Core*.

Gambling Companion

A reputation for protecting against bad luck, combined with skill and knowledge, establish these tengu as ideal gambling companions. Their role includes providing local knowledge of establishments as well as the various games available. Refined skills of observation and an ability to read other players increases the value of their services. The example provided is for a companion who frequents the finer establishments. For some areas, a patron would look for a companion with greater fighting skills to also fill the role of bodyguard.

GAMBLING COMPANION CREATURE 3

MEDIUM HUMANOID TENGU

Perception +12 (+14 to Sense Motive); low-light vision

Languages Common, Tengu, plus three others

Skills Deception +11, Diplomacy +11, Games Lore +16, Society +9, Thievery +9 (+11 for sleight of hand)

Str +0, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4

Items cards, dagger (3), dice

Social Specialist For social encounters involving gaming or gambling, the gambling companion is a 5th-level challenge.

AC 18; **Fort** +6, **Ref** +12, **Will** +9

HP 46

Gamer's Guidance (fortune) When the gambling companion successfully Aids a skill check related to games or gambling, the ally rolls twice and takes the higher result instead of gaining the usual bonus.

Speed 25 feet

Melee ◆ beak +10 (finesse), **Damage** 1d6+2 piercing

Melee ◆ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Ranged ◆ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Distracting Trick ◆◆ **Requirements** The gambling companion is wielding cards or dice; **Effect** The gambling companion performs a quick trick with the cards or dice to Feint, then makes a beak Strike against the same target. If the Feint succeeds, the Strike deals an additional 1d6 precision damage.

Jinx Eater

Whether kidnapped, conscripted, or having entered voluntary service, a tengu in the role of jinx eater on a ship's crew is tasked with keeping the crew free of misfortune. Those with the necessary skill to do so often achieve a respected and privileged position on board.

JINX EATER CREATURE 4

MEDIUM HUMANOID TENGU

Perception +12; low-light vision

Languages Common, Tengu, plus two others

Skills Acrobatics +13, Athletics +9, Deception +12, Intimidation +12, Occultism +10, Sailing Lore +12

Str +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +1, **Cha** +2

Items bottle (containing fine alcohol to throw overboard as an offering), leather armor, tengu gale blade (*Player Core 2* 275),

AC 21; **Fort** +8, **Ref** +14, **Will** +11

HP 65

Eat Fortune ⤾ (concentrate, divine) **Frequency** once per day; **Trigger** A creature within 60 feet uses a fortune or misfortune effect; **Effect** The tengu negates the attempt to manipulate fate and fortune. Eat Fortune gains the opposing trait, and the triggering effect is disrupted.

Speed 25 feet

Melee ◆ tengu gale blade +13 (agile, disarm, finesse), **Damage** 1d6+4 slashing

Melee ◆ beak +13 (finesse), **Damage** 1d6+4 piercing

Jinxed Call ◆◆ (auditory, occult) The jinx eater gives an eerie croak. Each non-tengu in a 30-foot emanation must succeed at a DC 21 Will save or be clumsy 1 for 1 round (or 1 minute on a critical failure). Regardless of the results, each creature is then temporarily immune to Jinxed Call for 1 minute.

Sneak Attack The jinx eater deals 1d6 extra precision damage to off-guard creatures.

Tengu Bladesmith

With the tengu diaspora spreading across much of Golarion, their knowledge and tradition of blade crafting has been passed through the generations to those who show interest and aptitude. Many tengu bladesmiths have experience as warriors; others learn their sword craft to improve their knowledge and understanding of the weapons they produce.

TENGU BLADESMITH CREATURE 6

MEDIUM HUMANOID TENGU

Perception +14; low-light vision

Languages Common, Tengu, plus two others

Skills Acrobatics +14, Athletics +16, Crafting +16 (+18 for blacksmithing), Deception +14, Intimidation +16, Tengu Lore +14

Str +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** +1, **Cha** +1

Items cold iron wakizashi, *+1 katana*

AC 24; **Fort** +15, **Ref** +16, **Will** +11

HP 100

Reactive Strike ⤾ (page 231)

Speed 25 feet

Melee ◆ *katana* +17 (deadly d8, magical, two-hand d10, versatile P), **Damage** 1d6+7 slashing plus 1d4 persistent bleed

Melee ◆ cold iron wakizashi +15 (agile, deadly d8, versatile P), **Damage** 1d4+7 slashing

Melee ◆ beak +15, **Damage** 1d6+7 piercing

Feinting Failure ◆ **Frequency** once per round; **Requirements** The tengu bladesmith's previous action this turn was a Strike that failed or critically failed; **Effect** The tengu bladesmith Strikes the same target, who is off-guard against this attack. On a hit, the bladesmith deals 1d6 additional precision damage.

Swirling Blade ◆ The tengu bladesmith Interacts to draw a weapon in the sword group, then attempts to Disarm a weapon held by a foe within reach. The weapon the tengu bladesmith draws gains the disarm trait for this attempt.

Tengu Names

Like the tengu inclination to pick up random items and facts that take their fancy, tengu names might incorporate elements of other languages, including the occasional surname or epithet. Such names usually also feature the traditional hard consonants of Tengu.

Sample Names: Ahkikra, Chuchuun Fire-Eye, Cloudhopper, Dak, Kenkoah, Koraiki Saval, Kruk-Kruk, Kulaggani, Mad Mavrahk, Nakorakai Kejii, Paccakyu, Ravenheart, Tzuniel the Gray

The Language of Feathers

Gifting or exchanging feathers is a significant gesture for a tengu. Several meanings can be attributed to a feather depending on its color, shape, size, origin, and presentation. It is considered an honor to receive a feather from a tengu, especially if the recipient is not in the gift giver's immediate circle of family and friends. Colors carry well-known meanings across tengu culture.

- **Black** Protection from bad luck
- **Blue or turquoise** Good luck upon the seas
- **Brown** Clear thinking, true sight
- **Green** Affection, support, grief
- **Gray** Calm and nurturing
- **Orange** Competitive respect
- **Purple** Joy and innocence
- **Red** Deep kinship or possibly a romantic inclination
- **Striped** Strength through the interplay of two aspects
- **White** Fair winds, be uplifted
- **Yellow** Light and warmth

Expressions and Expletives

With an inherently social culture, tengu have a vast spread of colloquial expressions.

All beak, no talons: This insult is used to describe someone who has no way to back up their boastful claims.

Did you hatch from a cracked egg?: This rhetorical question is asked of those who act questionably.

Eat a curse!: While sometimes said with a laugh to tease a friend, this phrase can also be shouted as an expletive.

Featherless fool!: This insult is often spoken rashly and in anger at someone who has done something foolhardy.

May you find the luck you deserve: Depending on the tone in which it is said, this expression could be interpreted as wishing someone either good or ill luck.

May your feathers remain unruffled through the tempest of life: Tengu take this blessing seriously, saying it only to those they are closest to.

Such a fledgling!: Usually directed at a younger friend, this could be considered endearing or a mild insult.

Winds of life bring you joy: Sometimes given as a greeting or a parting, this blessing is said to impart happiness to the receiver.

You deserve a swordsmith's blade: This phrase is said to either an ally who has shown their prowess in combat or to a hated enemy.

FOREST MAKEUP

Tripkee skin often has bright and vibrant patterns. This fact can lead others to falsely assume that tripkees don't regularly use external means of recreating or expanding such patterns. However, such paints and makeup are not only quite commonly used but also culturally and practically useful to tripkee settlements. Many of these products are clay-based, which helps the wearer regulate their internal temperature, as well as provide camouflage and display affiliation.

TRIPKEE

Traditionally making their homes in the treetops of tropical jungles and forests, these frog-like humanoids are often seen as resourceful and cautious, preferring to live and hunt hidden in the branches of tall trees.

Tripkee Scout

Tripkee scouts are the first line of defense for their hidden treetop villages. They are often scattered throughout the forests in small groups to keep an eye out for anything new or dangerous that could pose a threat.

TRIPKEE SCOUT — CREATURE 1

SMALL HUMANOID TRIPKEE

Perception +8; darkvision

Languages Common, Tripkee

Skills Acrobatics +7, Athletics +4, Nature +6, Stealth +7 (+9 in forests), Survival +6

Str +1, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** –1

Items dart (5), hand adze (*Player Core 2* 275), leather armor, net

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AC 17; **Fort** +7, **Ref** +9, **Will** +6

HP 20

Speed 25 feet, climb 20 feet; forest passage

Melee ◆ hand adze +9 (agile, finesse, sweep), **Damage** 1d4+1 slashing

Melee ◆ fist +9 (agile, finesse, nonlethal), **Damage** 1d4+1 bludgeoning

Ranged ◆ dart +9 (agile, thrown 20 feet), **Damage** 1d4+1 piercing

Ranged ◆ hand adze +9 (agile, sweep, thrown 10 feet), **Damage** 1d4+1 slashing

Hurl Net ◆ **Requirements** The scout is wielding a net in two hands; **Effect** The scout makes a ranged Strike (with a +9 modifier) against a Medium or smaller creature within 20 feet. On a hit, the target is off-guard and takes a –10-foot circumstance penalty to its Speeds. On a critical hit, the creature is restrained instead. The DC to Escape the net is 16. A creature adjacent to the target can Interact with the net to remove it.

Forest Passage The scout ignores difficult terrain caused by plants, such as bushes, vines, and undergrowth.

Tripkee Camoufleur

Camoufleurs, masters of natural camouflage, not only disguise their village scouts and warriors before they embark, but also create and maintain the village-wide concealment needed to keep their community hidden and safe. Just as others rely on engineers to build walls, tripkees rely on camoufleurs to protect their homes.

TRIPKEE CAMOUFLEUR — CREATURE 2

SMALL HUMANOID TRIPKEE

Perception +10; low-light vision

Languages Common, Tripkee

Skills Acrobatics +8, Athletics +5, Crafting +7, Nature +7, Stealth +11, Survival +7

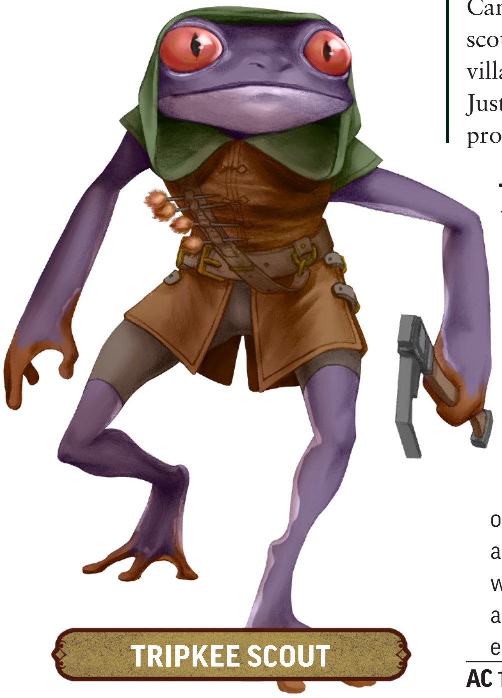
Str +1, **Dex** +4, **Con** +1, **Int** +1, **Wis** +3, **Cha** +0

Items darts (5), disguise kit, hand adze, leather armor

Camouflage Specialist For encounters involving avoiding detection or hiding an object or creature, the camoufleur is a 5th-level challenge.

Natural Disguise The camoufleur can use their disguise kit to disguise a creature or object as natural flora. A creature gains a +2 item bonus to Stealth checks while in a natural environment until its next daily preparations or until its disguise is ruined, whichever comes first. An object in a natural environment can be found only by actively searching (using the Search activity while exploring or the Seek action in an encounter) and uses the camoufleur's Stealth DC.

AC 18; **Fort** +5, **Ref** +11, **Will** +8



TRIPKEE SCOUT

HP 30

Speed 25 feet, climb 20 feet; forest passage

Melee ◆ hand adze +10 (agile, finesse, sweep), **Damage** 1d4+3 slashing

Melee ◆ fist +10 (agile, finesse, nonlethal), **Damage** 1d4+3 bludgeoning

Ranged ◆ dart +10 (agile, thrown 20 feet), **Damage** 1d4+3 piercing

Ranged ◆ hand adze +10 (agile, sweep, thrown 10 feet), **Damage** 1d4+3 slashing

Forest Passage As tripkee scout.

Tripkee Fiend Keeper

Tripkees have a technique for dealing with unholy threats that has been passed down through the generations. A fiend keeper can absorb unholy spirits into their body before those entities can cause trouble for their kin. Though they can tap into this power when necessary, tripkee fiend keepers try to cleanse themselves of its evil influence by undertaking good deeds.

TRIPKEE FIEND KEEPER CREATURE 7

SMALL HUMANOID TRIPKEE

Perception +18; low-light vision

Languages Chthonian, Common, Diabolic, Tripkee

Skills Acrobatics +17, Athletics +13, Nature +16, Religion +16, Stealth +17 (+19 in forests), Survival +16

Str +2, **Dex** +3, **Con** +2, **Int** +1, **Wis** +4, **Cha** +1

Items *+1 cruuk* (*Player Core 2* 275), leather armor

AC 25; **Fort** +12, **Ref** +15, **Will** +18

HP 125

Speed 25 feet, climb 20 feet; forest passage

Melee ◆ *cruuk* +14 (magical, shove), **Damage** 1d6+5 bludgeoning

Melee ◆ fist +16 (agile, finesse, nonlethal), **Damage** 1d4+5 bludgeoning

Ranged ◆ *cruuk* +17 (magical, thrown 30 feet), **Damage** 1d6+5 bludgeoning

Bounce Cruuk ◆◆ The tripkee fiend keeper makes a ranged Strike with their cruuk against a target within 30 feet. Once the Strike is complete, the cruuk ricochets back into the tripkee fiend keeper's hand. If their hands are full when the cruuk returns, it falls to the ground in their space.

Harness Wickedness ◆ (concentrate, divine, unholy) **Requirements** The tripkee fiend keeper isn't stupefied; **Effect** The tripkee fiend keeper allows a portion of the fiendish power they have absorbed to flow through their body. For the next minute, the tripkee fiend keeper's Strikes deal an additional die of damage and gain the unholy trait. The tripkee fiend keeper also gains 10 temporary Hit Points, a +5-foot status bonus to Speed for the duration, and weakness 5 to holy. At the end of the duration, the tripkee fiend keeper is stupefied 1 for 1 hour.

Hunter of Virtue Whenever the tripkee fiend keeper critically hits an unholy creature, they reduce the value of their stupefied condition by 1.

Forest Passage As tripkee scout.

Tripkee Names

Tripkee names can sometimes be hard to pronounce for those who don't speak Tripkee, as many contain combinations of consonants that aren't common to other languages. Those tripkees who deal regularly with other ancestries might take other names that are more favorable to outsider tongues.

Sample Names: Aosinou, Aulampo, Ctok, Eegwege, Gro'ogenne, Hreetaahk, Itypii, Kyg, Mhosu, Ptlusa, Quagraul, Ursutsh, Ykota, Ztipiko

Tripkee Tales

Tripkee elders often tell allegorical stories to their young to teach them traditional tripkee values of patience and humility. The specifics of these tales may vary from village to village, but the lessons remain the same. If a young one fails to grasp the lesson, the elder might repeat the story with stronger emphasis until it takes root.

A War of Fiends: This epic saga features a collection of narratives all focusing on a great tripkee hero who keeps their home safe from a horde of fiendish invaders. In each tale, the hero proves their wit and bravery by outsmarting a new fiend.

Even though they may seem like simple adventure stories, these legends emphasize tripkee virtues by characterizing the fiends in direct opposition to them. A greedy, impatient fiend is easily tricked into devouring one of its kin. A boastful fiend accepts a challenge to a duel before learning the rules, only to be defeated. The hero also relies on a few staunch companions along the way, enforcing the value of friendship.

The Haunted Well: In this story, a tripkee con artist decides to take up residence at the bottom of a village's well and pretend to be a water spirit seeking offerings. The residents are superstitious enough to toss the occasional coin or choice bit of food down the well to appease this fake spirit and so the con artist remained in the well for longer than they had initially planned.

An unexpected rainstorm flooded the well, nearly drowning the con artist and washing away his ill-gotten loot. The con artist was saved by the village healer, who had figured out the criminal's scheme and forced them to return the money, showing that not all are as foolish as they might first seem.

The Sisters and the Dragonflies: This tale involves a wise hunter with two daughters, each of whom were eager to join their parent on the hunt. To prove their worth, the sisters were tasked with capturing a giant dragonfly within 7 days.

The first excitedly ran into the jungle, scaring off her prey. The second first studied the dragonflies over several days and then fashioned a trap that caught one within minutes. When she presented the catch to her parent, she was told that she would not have been as successful had her sister not chased the insects so rashly. Thus both siblings learned a lesson.

CREATURE COMPANIONS

NPCs often have companions, pets, or familiars that travel with them. While some types of companions might serve only a narrative purpose, others might present the NPC with additional actions or abilities.

When creating an NPC with a companion creature, it's important to decide what general category that creature will fit and how it will affect the encounter. Pets and familiars provide NPCs with flavorful extra abilities without using an additional stat block. Animal companions and eidolons function as separate creatures with their own abilities.

PETS AND FAMILIARS

Pets are Tiny animals, while familiars can be nearly any other similar-sized creature with some magical abilities. A pet makes for a good companion of just about NPC, while familiars should be companions only of spellcasting NPCs. Because of their size, pets and familiars usually wouldn't make significant contributions to most encounters as their own creatures. Therefore, they can be represented by additional abilities used by their NPC owner. If used in this way, pets and familiars can't be targets by Strikes, spells, or other abilities, though they can represent interesting roleplaying opportunities after their NPC owner has been defeated.

Pets and familiars can be broken down into the broad categories below, depending on what kind of ability they grant to their owner.

Aquatic

Examples fish, octopus, otter, turtle

Splash ◆ (auditory, concentrate) **Requirements** The NPC is in water; **Effect** The NPC commands their companion to splash water on an enemy within 15 feet. That target is dazzled until the beginning of the NPC's next turn.

Burrowing

Examples fox, giant ant, mole

Churn Earth ◆ (auditory, concentrate) The NPC commands their companion to burrow through the nearby soil, creating a 10-foot-square area of difficult terrain within 15 feet.

Flying

Examples bat, parrot, raven

Dive Bomb ◆ (auditory, concentrate) The NPC commands their companion to fly at an enemy within 30 feet and flap its wings in their face. The target is off-guard until the end of the NPC's turn.

Scent

Examples cat, compsognathus, dog

Point Out ◆ (auditory, concentrate) The NPC commands their companion to root out an undetected creature. The NPC gains the benefits of Point Out against an undetected creature within 20 feet.

Toxic

Examples scorpion, spider, viper

Poison ◆ (auditory, concentrate) The NPC commands their companion to deliver a dose of its natural venom to an enemy within 15 feet. That target takes 1d4 poison damage. This increases by 1d4 at 5th level and every 4 levels after that.

Other Encounter Abilities

An NPC with a pet or familiar might also have one of the following abilities, no matter the shape and form of their companion. If an ability mentions a familiar, that NPC must have a familiar and not a pet.

Go Fetch ◆ (auditory, concentrate) **Requirements** The NPC has a free hand; **Effect** The NPC commands their companion to retrieve an item of 1 Bulk or less that is unattended and within 20 feet. The companion places the item in the NPC's free hand.

Spell Courier ◆ (auditory, concentrate) If the next action the NPC uses is to Cast a Spell with a range of touch, they can command their familiar to deliver that spell to a target within 15 feet. This effectively increases the range of the spell.

Downtime and Exploration Abilities

A pet or familiar might also grant their NPC aid during downtime and exploration mode. If an ability mentions a familiar, that NPC must have a familiar and not a pet.

Eavesdropper The NPC's familiar can Gather Information through careful positioning and tact. While in a settlement the NPC is familiar with, their familiar can use Gather Information on any topic by eavesdropping in key locations. The NPC can learn about topics that would normally be kept secret, but it must be information someone could reasonably be discussing within the settlement. This takes 1 hour instead of the normal amount of time, and the NPC does not risk alerting others of their intentions and can take other actions during this time.

Ritual Assistant The NPC's companion provides assistance during rituals. The familiar qualifies as a single secondary caster for rituals they cast, though the NPC uses their skill modifiers for any checks. If a ritual does not need secondary casters, the NPC instead gains a +2 circumstance bonus to any skill checks related to casting the ritual.

Suspicious Familiar (misfortune) The NPC's companion has a skeptical nature and can express it. When a creature attempts to Lie to or Make an Impression on the NPC, the creature must roll twice and take the lower of the two results.

ANIMAL COMPANIONS

Some NPCs, such as the beast tamer (page 128), the orc gamekeeper (page 206), and the pack leader (page 132), take on and train animal companions to help them with their endeavors. The creatures from *Monster Core* listed on the table below work well in this role. Unlike a PC's animal companion, an NPC's animal companion has the standard number of actions, uses its normal stat block, and counts toward the encounter's XP budget normally.

Several new creatures suitable for animal companions are presented beginning on page 218. You can use the weak and elite adjustments (page 5) to scale their level to be appropriate for an encounter's budget.

Animal Companions	Level	*Monster Core* Page
Compsognathus	–1	96
Eagle	–1	137
Flash beetle	–1	42
Giant centipede	–1	59
Giant rat	–1	288
Guard dog	–1	102
Viper	–1	316
Bottlenose dolphin	0	103
Riding pony	0	201
Electric eel	1	138
Giant gecko	1	224
Goblin dog	1	176
Hippocampus	1	196
Hunting spider	1	320
Hyena	1	205
Python	1	316
Riding dog	1	102
Riding horse	1	201
Velociraptor	1	96
War pony	1	201
Wolf	1	350
Boar	2	43
Crocodile	2	69
Deinonychus	2	97
Giant ant	2	21
Giant monitor lizard	2	225
Giant viper	2	317
Hippogriff	2	197
Leopard	2	50
Pteranodon	2	278
Slurk	2	315
War horse	2	201
Ankhrav	3	20
Dire wolf	3	350
Giant mantis	3	229
Giant scorpion	3	298
Giant wasp	3	343
Gorilla	3	23
Grizzly bear	3	41
Hell hound	3	194
Hyaenodon	3	205
Lion	3	50
Pachycephalosaurus	3	97
Snapping flytrap	3	154
Daeodon	4	43
Giant stag beetle	4	42
Griffon	4	182
Rhinoceros	4	293
Tiger	4	51
Giant frilled lizard	5	225
Giant moray eel	5	138
Cave bear	6	41
Giant tarantula	6	321
Smilodon	6	51
Woolly rhinoceros	6	293
Krooth	8	213
Greater hell hound	9	194
Dezullon	10	94

Encounter Abilities

Player characters can receive the support of their animal companions in combat using the Support action. To give an NPC that close bond with their animal companion, you can grant them the Receive Support action.

Receive Support ◆ **Requirements** The NPC has a companion creature; **Effect** The NPC's animal ally supports them. The NPC gains the support benefit appropriate to that animal (or a similar animal).

Common Support Benefits

Ape The ape threatens the NPC's foes with menacing growls. Until the start of the NPC's next turn, if the NPC hits and deals damage to a creature in the ape's reach, the creature becomes frightened 1.

Badger The badger digs around a foe's position, upending the ground and interfering with its footing. Until the start of the NPC's next turn, if the NPC hits and deals damage to a creature the badger threatens, the target can't use a Step action (unless it can Step through difficult terrain) until it moves from its current position.

Bat The bat flaps around a foe's arms and faces, screeching and getting in the way of their attacks. Until the start of the NPC's next turn, creatures in the bat's reach that the NPC damages with Strikes take a –1 circumstance penalty to their attack rolls.

Bear The bear mauls the NPC's enemies when the NPC creates an opening. Until the start of the NPC's next turn, each time they hit a creature in the bear's reach with a Strike, the creature takes 1d8 slashing damage from the bear (or 2d8 if the bear is 8th level or higher).

Bird The bird pecks at foes' eyes when the NPC creates an opening. Until the start of the NPC's next turn, the NPC's Strikes that damage a creature that the bird threatens also deal 1d4 persistent bleed damage (or 2d4 if the bird is 8th level or higher), and the target is dazzled until the bleed damage ends.

RIDING ANIMAL COMPANIONS

An NPC can ride a creature that works alongside them as long as the creature is at least one size larger than the rider. Generally, a creature that is carrying a rider can use only its land Speed and can't grant its support benefit. However, certain creatures that have been trained to be ridden, such as horses and riding drakes, ignores those restrictions.

Boar The boar gores the NPC's foes. Until the start of the NPC's next turn, the NPC's Strikes that damage a creature in the boar's reach deal an extra 1d6 persistent bleed damage (or 2d6 if the boar is 8th level or higher).

Cat The cat throws enemies off-balance when the NPC creates an opening. Until the start of the NPC's next turn, the NPC's Strikes that deal damage to a creature within the cat's reach make the target off-guard until the end of the NPC's next turn.

Crocodile The crocodile clamps its jaws on a foe, refusing to let go. Until the start of the NPC's next turn, if the NPC's Strike damages a creature in the crocodile's reach, the crocodile can latch onto the creature. While thus attached, the crocodile can move along with the target whenever the target moves until the end of the NPC's next turn. The crocodile can latch onto only one creature in this way, and it must release the creature to make a jaws Strike. If the target is smaller than the crocodile, it takes a –10-foot circumstance penalty to its Speeds and can't Fly while the crocodile is latched on.

Dromaesaur The raptor constantly darts into flanking position. Until the start of the NPC's next turn, it counts as being in its space or an empty space of the NPC's choice within 10 feet of the NPC when determining whether the NPC and the dromaesaur are flanking; the NPC can choose a different space for each of their attacks.

Horse Until the start of the NPC's next turn, if the NPC is mounted on the horse and moved 10 feet or more on the action before a melee Strike, the NPC gains a circumstance bonus to the damage roll equal to double the number of weapon damage dice. If the NPC's weapon already has the jousting weapon trait, instead increase the trait's damage bonus by 2 per die.

Scorpion The scorpion drips poison from its stinger when the NPC creates an opening. Until the start of the NPC's next turn, the NPC's Strikes that damage a creature in the scorpion's reach deal an extra 1d6 persistent poison damage (or 2d6 if the scorpion is 8th level or higher).

Shark When the shark senses blood, it tears into the NPC's enemies. Until the start of the NPC's next turn, each time the NPC hits a creature in the shark's reach with a Strike and deals slashing or piercing damage, the creature takes 1d8 slashing damage from the shark (or 2d8 if the shark is 8th level or higher).

Snake The snake holds enemies with its coils, interfering with reactions. Until the start of the NPC's next turn, any creature the snake threatens can't use reactions triggered by the NPC's actions unless the creature's level is higher than the NPC's.

Wolf The wolf tears tendons with each opening. Until the start of the NPC's next turn, the NPC's Strikes that damage creatures the wolf threatens give the target a –5-foot status penalty to its Speeds for 1 minute (–10 on a critical success).

Additional Animal Companions

The following creatures can function as animal companions to appropriate NPCs.

Trained Bat

Trained to work in tandem with a master, this giant bat is an expert at tracking with its echolocation and harrying foes with the buffets of its mighty wings. Such a creature is typically encountered with the pack leader (page 132).

TRAINED BAT CREATURE 4

MEDIUM ANIMAL

Perception +10; echolocation (precise) 20 feet, low-light vision

Skills Acrobatics +10, Athletics +9, Intimidation +6, Stealth +12, Survival +8

Str +3, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

Echolocation A bat can use hearing as a precise sense at the listed range.

Items light barding

AC 21; **Fort** +11, **Ref** +12, **Will** +10

HP 50

Speed 15 feet, fly 30 feet

Melee ◆ jaws +14 (finesse), **Damage** 2d6+6 piercing

Melee ◆ wing +14 (agile, finesse), **Damage** 2d4+6 slashing

Wing Thrash ◆◆ The trained bat thrashes wildly with its wings, making wing Strikes against up to three adjacent foes. Each attack counts toward the bat's multiple attack penalty, but the penalty increases only after all the attacks have been made.

Veteran War Horse

A veteran war horse has not only been extensively trained but has also experienced battle several times. They have grown used to the chaos of war and fearlessly strides forward, striking fear into their enemies. A veteran war horse could accompany a champion (page 32), champion of Rovagug (page 156), captain of the guard (page 115), deific champion (page 36), equestrian constable (page 113), or orc gamekeeper (page 206).

VETERAN WAR HORSE CREATURE 5

LARGE ANIMAL

Perception +10; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +12, Athletics +15, Intimidation +12

Str +6, **Dex** +3, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 21; **Fort** +12, **Ref** +11, **Will** +10

HP 90

Buck ⤾ DC 21 (see page 230)

Speed 40 feet

Melee ◆ hoof +13, **Damage** 2d6+6 bludgeoning

Gallop ◆◆ The veteran war horse Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.

Into the Fray ◆ The veteran war horse Strides then Demoralizes an adjacent Medium or smaller creature. When it does, Demoralize loses the auditory trait and gains the visual trait, and it doesn't take a penalty for the veteran war horse not speaking a language.

Experienced Hound

An experienced hound has been on dozens of hunts. They are often raised from pups to catch the scents of certain animals and deliver their bodies unharmed when taken down by their owners. An experienced hound could accompany a hunter (page 57) or other NPC who specializes in tracking down prey.

EXPERIENCED HOUND CREATURE 7

MEDIUM ANIMAL

Perception +16; low-light vision, scent (imprecise) 60 feet

Skills Acrobatics +15, Athletics +17, Stealth +15, Survival +12

Str +5, **Dex** +5, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

AC 24; **Fort** +15, **Ref** +14, **Will** +12

HP 115

Speed 35 feet

Melee ◆ jaws +16, **Damage** 2d6+9 piercing plus Knockdown (page 230)

Drag ◆ **Requirements** The experienced hound is adjacent to a prone creature; **Effect** The experienced hound attempts an Athletics check to Grapple the prone creature. The experienced hound can then Step away from the target; if the target is grabbed by the hound, it is moved into the hound's previous square and remains grabbed.

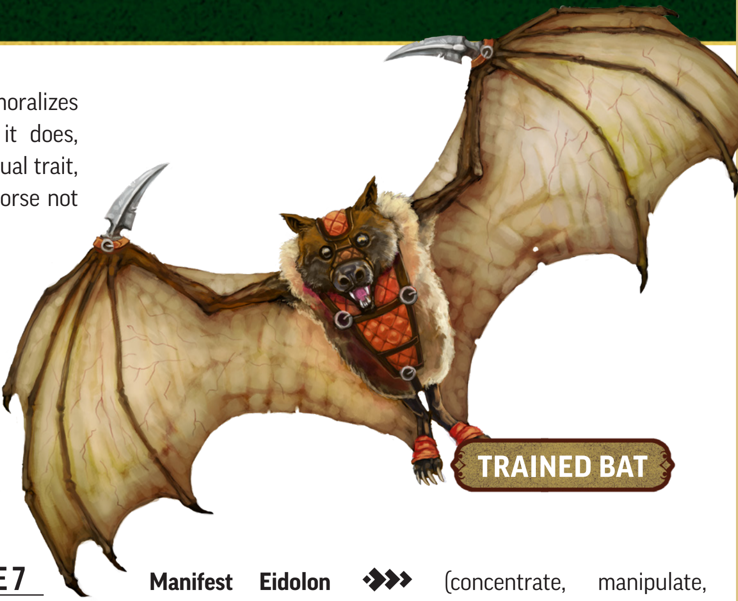
Humane Bite The experienced hound doesn't take a penalty to make a nonlethal attack with its jaws.

Pack Attack The hound's Strikes deal 2d6 extra damage to creatures within the reach of at least two of the hound's allies.

EIDOLONS

Similar to animal companions, eidolons for summoner NPCs should be treated as separate creatures. An eidolon has the standard number of actions, uses a normal stat block, and counts toward the encounter's XP budget normally. Usually, an eidolon must remain within 100 feet of its summoner, or its physical form will dissolve. A summoner can make their eidolon take form or disappear with the Manifest Eidolon action, which gains a tradition trait related to the type of eidolon it manifests (examples include arcane for construct eidolons; divine for angel, devil, and demon eidolons; occult for phantom eidolons; and primal for beast and elemental eidolons).

For most eidolons, you can use standard stat blocks of appropriate types and levels. Even though they have the standard abilities, you can alter the descriptions of such creatures to make them seem more like eidolons. You might even replace one or more of their resistances or weaknesses to energy damage with different types of energy to make them more unique.



Manifest Eidolon ◆◆◆ (concentrate, manipulate, teleportation) The summoner causes their eidolon to manifest in a space adjacent to them if it's unmanifested, or to unmanifest and disappear from physical reality if it was already manifested.

Beast Eidolon

This creature is intended to be used as the eidolon accompanying a Sarkorian god caller (page 102), but it can be used or adapted into any aggressive beast eidolon for a summoner.

BEAST EIDOLON CREATURE 10

MEDIUM BEAST EIDOLON

Perception +21; darkvision, low-light vision, scent (imprecise) 30 feet

Languages Fey

Skills Acrobatics +16, Athletics +21, Intimidation +22, Nature +15

Str +5, **Dex** +2, **Con** +4, **Int** –1, **Wis** +3, **Cha** +2

AC 29; **Fort** +19, **Ref** +18, **Will** +19

HP 180; **Resistances** cold 10

Speed 25 feet

Melee ◆ horn +22, **Damage** 2d8+11 piercing plus 1d6 persistent bleed plus Grab (page 230)

Melee ◆ hoof +22 (agile), **Damage** 2d6+11 bludgeoning

Furious Charge ◆◆ The eidolon Strides twice and then makes a Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to the attack roll.

Primal Roar (auditory) ◆◆ The eidolon attempts to Demoralize each enemy within 30 feet; these Demoralize attempts don't take any penalty for not sharing a language.

Rend ◆ claw (page 231)

Scent of Blood ◆ **Requirements** A creature within the eidolon's scent range is taking bleed damage; **Effect** The eidolon flies into a frenzy, gaining 10 temporary HP for 1 minute and a +4 status bonus to damage rolls with its unarmed attacks, but becomes off-guard. It can't voluntarily end the frenzy or start another frenzy while in the frenzy. The frenzy lasts for 1 minute, after which the eidolon is fatigued for 1 minute.

THEMED SPELL LISTS

You can swap out an NPC's spell lists for another one that fits their theme or choose a themed spell list for an NPC of your creation. This makes your spellcasters more notable, so these lists are meant to convey a theme rather than provide an NPC spellcaster the wide suite of options that player characters often seek.

For an existing NPC, use the same number of spells their stat block has. For a new NPC, divide their level in half, rounded up. This is the highest spell rank they can cast. If their level is odd, they get three spell slots of that level, plus four spell slots of each lower level. If their level is even, they get four spell slots of that level and each lower level. They also get five cantrips.

You can typically switch the spell list to a different tradition if it makes sense for the NPC.

Animalist

Tradition primal

10th *moon frenzy*, *primal herd*[PC2]; **9th** *metamorphosis*, *nature's enmity*[PC2], *summon animal*, *unfettered pack*; **8th** *chameleon coat*[PC2], *cursed metamorphosis*, *migration*, *summon animal*; **7th** *cursed metamorphosis*, *dinosaur form*, *summon animal*, *unfettered pack*; **6th** *chameleon coat*[PC2], *cursed metamorphosis*, *moon frenzy*, *summon animal*; **5th** *animal form* or *dinosaur form*, *chameleon coat*[PC2], *moon frenzy*, *summon animal*; **4th** *animal form* or *dinosaur form*, *bestial curse*[PC2], *summon animal*, *unfettered movement*; **3rd** *animal form*, *animal vision*[PC2], *familiar's face*[PC2], *mad monkeys*; **2nd** *animal form*, *animal messenger*, *gecko grip*, *speak with animals*; **1st** *pest form*, *pet cache*, *spider sting*, *summon animal*; **Cantrips** *gouging claw*, *guidance*, *know the way*, *puff of poison*[PC2], *stabilize*

Conjurer

Tradition arcane

10th *gate*, *remake*; **9th** *resplendent mansion*[PC2], *impaling spike*, *summon construct*, *summon dragon*; **8th** *duplicate foe*, *impaling spike*, *quandary*, *summon dragon*; **7th** *duplicate foe*, *interplanar teleport*, *planar palace*, *summon dragon*; **6th** *collective transposition*[PC2], *summon dragon*, *teleport*, *wall of force*; **5th** *creation*, *impaling spike*, *summon dragon*, *translocate*; **4th** *creation*, *flicker*, *summon construct*, *translocate*; **3rd** *aqueous orb*, *cozy cabin*, *summon construct*, *summon elemental*; **2nd** *create food*, *marvelous mount*, *mist*, *summon elemental*; **1st** *carryall*[PC2], *grease*, *summon animal*, *summon construct*; **Cantrips** *detect magic*, *light*, *prestidigitation*, *telekinetic hand*, *telekinetic projectile*

Earthkeeper

Tradition primal

10th *nature incarnate*, *tree of seasons*; **9th** *impaling spike*, *summon elemental* (earth only), *tree of seasons*, *wall of stone*; **8th** *earthquake*, *mountain resilience*, *nature's pathway*, *protector tree*[PC2]; **7th** *impaling spike*, *lifewood cage*[PC2], *tree of seasons*, *wall of thorns*; **6th** *mountain resilience*, *petrify*, *speak with stones*, *tangling creepers*; **5th** *impaling spike*, *plant form*, *summon plant or fungus*, *wall of stone*; **4th** *mountain resilience*, *pummeling rubble*, *shape stone*, *wall of thorns*; **3rd** *earthbind*, *one with stone*, *pummeling rubble*, *summon plant or fungus*; **2nd** *dismantle*[PC2], *entangling flora*, *oaken resilience*, *shape wood*; **1st** *leaden steps*[PC2], *mud pit*[PC2], *noxious vapors*[PC2], *pummeling rubble*; **Cantrips** *guidance*, *know the way*, *read aura*, *scatter scree*[PC2], *tangle vine*

Eldritch Occultist

Tradition occult

10th *fabricated truth*, *gate*; **9th** *overwhelming presence*, *phantasmagoria*, *spirit song*[PC2], *unfathomable song*; **8th** *quandary*, *spirit song*[PC2], *spiritual epidemic*[PC2], *unrelenting observation*; **7th** *mask of terror*, *vampiric exsanguination*, *visions of danger*[PC2], *warp mind*; **6th** *cursed metamorphosis*, *phantasmal calamity*, *scrying*, *vampiric exsanguination*; **5th** *blister*[PC2], *slither*, *synesthesia*[PC2], *wall of flesh*[PC2]; **4th** *confusion*, *darkness*, *nightmare*, *vision of death*; **3rd** *curse of lost time*[PC2], *fear*, *mind reading*, *vampiric feast*; **2nd** *darkness*, *paranoia*, *stupefy*, *vomit swarm*[PC2]; **1st** *déjà vu*[PC2], *enfeeble*, *grim tendrils*, *phantom pain*; **Cantrips** *daze*, *detect magic*, *figment*, *light*, *void warp*

Hierophant

Tradition divine

10th *avatar*, *revival*; **9th** *banishment*, *foresight*, *heal*, *overwhelming presence*; **8th** *divine inspiration*, *heal*, *moment of renewal*, *sacred form*[PC2]; **7th** *divine decree*, *heal*, *planar seal*, *regenerate*; **6th** *field of life*, *heal*, *raise dead*, *sacred form*[PC2]; **5th** *banishment*, *breath of life*, *heal*, *spiritual guardian*; **4th** *cleanse affliction*, *divine wrath*, *heal*, *vital beacon*; **3rd** *cleanse affliction*, *heal*, *protection*, *safe passage*; **2nd** *calm*, *cleanse affliction*, *heal*, *share life*; **1st** *bless*, *heal*, *protection*, *sanctuary*; **Cantrips** *divine lance*, *guidance*, *forbidding ward*, *stabilize*, *vitality lash*

Magus

When giving an NPC this list, give them two spell slots for the highest two spell ranks available for their level, and none for any lower spell ranks. They should also have better combat stats and combat-themed actions than a typical spellcaster, such as the watchmage's (page 115) Spellbound Strike.

Tradition arcane

10th *freeze time*, *indestructibility*; **9th** *blazing bolt*, *disintegrate*, *foresight*, *hydraulic push*; **8th** *blazing bolt*, *collective transposition*^{PC2}, *disappearance*, *hydraulic push*; **7th** *haste*, *hydraulic push*, *slow*, *true target*; **6th** *blazing bolt*, *collective transposition*^{PC2}, *disintegrate*, *hydraulic push*; **5th** *blazing bolt*, *cloak of colors*^{PC2}, *hydraulic push*, *translocate*; **4th** *blazing bolt*, *fly*, *mountain resilience*, *translocate*; **3rd** *blazing bolt*, *haste*, *hydraulic push*, *slow*; **2nd** *blazing bolt*, *blur*, *hydraulic push*, *telekinetic maneuver*; **1st** *fleet step*, *hydraulic push*, *jump*, *sure strike*; **Cantrips** *gouging claw*, *ignition*, *live wire*^{PC2}, *shield*, *telekinetic projectile*

Mentalist

Tradition arcane or occult

10th *dominate*, *manifestation*; **9th** *foresight*, *project image*, *subconscious suggestion*, *telepathic demand*^{PC2}; **8th** *charm*, *confusion*, *disappearance*, *hallucination*; **7th** *illusory disguise*, *mask of terror*, *project image*, *warp mind*; **6th** *hallucination*, *illusory scene*, *mislead*, *phantasmal calamity*; **5th** *hallucination*, *illusory object*, *illusory scene*, *subconscious suggestion*; **4th** *confusion*, *illusory disguise*, *invisibility*, *mirage*; **3rd** *enthrall*, *hypnotize*, *illusory disguise*, *item facade*; **2nd** *disguise magic*, *illusory creature*, *invisibility*, *paranoia*; **1st** *charm*, *dizzying colors*, *illusory disguise*, *illusory object*; **Cantrips** *daze*, *figment*, *light*, *message*, *telekinetic hand*

Necromancer

Tradition arcane, divine, or occult

10th *massacre*, *summon undead*; **9th** *massacre*, *summon undead*, *vampiric exsanguination*, *vampiric feast*; **8th** *eclipse burst*, *final sacrifice*^{PC2}, *summon undead*, *vampiric exsanguination*; **7th** *eclipse burst*, *final sacrifice*^{PC2}, *summon undead*, *vampiric exsanguination*; **6th** *final sacrifice*^{PC2}, *summon undead*, *vampiric exsanguination*, *vampiric maiden*^{PC2}; **5th** *final sacrifice*^{PC2}, *summon undead*, *vampiric feast*, *vampiric maiden*^{PC2}; **4th** *blood vendetta*, *summon undead*, *vampiric feast*, *vampiric maiden*^{PC2}; **3rd** *bind undead*, *final sacrifice*^{PC2}, *summon undead*, *vampiric feast*; **2nd** *blood vendetta*, *darkvision*, *final sacrifice*^{PC2}, *summon undead*; **1st** *enfeeble*, *fear*, *runic body*, *summon undead*; **Cantrips** *daze*, *detect magic*, *light*, *sigil*, *void warp*

Pyromancer

Tradition primal

10th *cataclysm*, *falling stars* (asteroids only); **9th** *falling stars* (asteroids only), *fiery body*, *fireball*, *volcanic eruption*; **8th** *blazing bolt*, *fireball*, *fire shield*, *volcanic eruption*; **7th** *blazing bolt*, *fiery body*, *fireball*, *volcanic eruption*; **6th** *blazing bolt*, *elemental form* (fire only), *fireball*, *fire shield*; **5th** *blazing bolt*, *elemental form* (fire only), *fireball*, *wall of fire*; **4th** *blazing bolt*, *fireball*, *fire shield*, *wall of fire*; **3rd** *blazing bolt*, *environmental endurance*, *fireball*, *floating flame*; **2nd** *blazing bolt*, *breathe fire*, *environmental endurance*, *floating flame*; **1st** *breathe fire*, *cleanse cuisine*, *grease*, *mending*; **Cantrips** *light*, *detect magic*, *ignition*, *sigil*, *stabilize*

Stormcaller

Tradition primal

10th *cataclysm*, *wrathful storm*; **9th** *arctic rift*, *chain lightning*, *falling stars* (airbursts or comets only), *howling blizzard*; **8th** *howling blizzard*, *hydraulic torrent*, *punishing winds*, *thunderstrike*; **7th** *howling blizzard*, *hydraulic push*, *lightning storm*^{PC2}, *wall of ice*; **6th** *chain lightning*, *crashing wave*^{PC2}, *hydraulic push*, *lightning bolt*; **5th** *aerial form*, *control water*, *howling blizzard*, *hydraulic torrent*, *wall of ice*; **4th** *crashing wave*^{PC2}, *ice storm*^{PC2}, *lightning bolt*, *water walk*; **3rd** *aqueous orb*, *chilling spray*^{PC2}, *crashing wave*^{PC2}, *environmental endurance*; **2nd** *hydraulic push*, *mist*, *thunderstrike*, *water breathing*; **1st** *chilling spray*^{PC2}, *create water*, *gust of wind*, *hydraulic push*; **Cantrips** *frostbite*, *electric arc*, *gale blast*^{PC2}, *know the way*, *spout*^{PC2}

Warder

Tradition arcane

10th *indestructibility*, *mountain resilience*; **9th** *banishment*, *detonate magic*, *dispel magic*, *dispelling globe*; **8th** *dispel magic*, *hidden mind*, *mountain resilience*, *safe passage*; **7th** *dispel magic*, *dispelling globe*, *energy aegis*, *resist energy*; **6th** *dispel magic*, *mountain resilience*, *repulsion*, *spellwrack*; **5th** *banishment*, *dispel magic*, *safe passage*, *wall of stone*; **4th** *dispelling globe*, *fire shield*, *flicker*, *mountain resilience*; **3rd** *dispel magic*, *safe passage*, *veil of privacy*, *wall of wind*; **2nd** *dispel magic*, *environmental endurance*, *resist energy*, *revealing light*; **1st** *alarm*, *gentle landing*, *gust of wind*, *lock*; **Cantrips** *detect magic*, *light*, *message*, *prestidigitation*, *shield*

Warrior of Faith

Tradition divine

10th *avatar*, *weapon of judgment*^{PC2}; **9th** *divine decree*, *divine immolation*, *overwhelming presence*, *weapon of judgment*^{PC2}; **8th** *divine immolation*, *divine inspiration*, *spiritual armament*, *sacred form*^{PC2}; **7th** *blessed boundary*, *divine decree*, *divine immolation*, *harm*; **6th** *blessed boundary*, *divine immolation*, *sacred form*^{PC2}, *spiritual armament*; **5th** *banishment*, *divine immolation*, *divine wrath*, *harm*; **4th** *divine wrath*, *crisis of faith*, *harm*, *spiritual armament*; **3rd** *anointed ground*^{PC2}, *crisis of faith*, *harm*, *heroism*; **2nd** *harm*, *resist energy*, *see the unseen*, *spiritual armament*; **1st** *bless*, *harm*, *mystic armor*, *runic weapon*; **Cantrips** *divine lance*, *forbidding ward*, *guidance*, *shield*, *vitality lash* or *void warp*

War Mage

Tradition arcane

10th *cataclysm*, *earthquake*; ***9th*** *energy aegis*, *falling stars*, *fireball*, *implosion*; ***8th*** *arctic rift*, *earthquake*, *fireball*, *unrelenting observation*; ***7th***, *energy aegis*, *fireball*, *haste*, *true target*; ***6th*** *chain lightning*, *disintegrate*, *scrying*, *wall of force*; ***5th*** *control water*, *fireball*, *howling blizzard*, *telekinetic haul*; ***4th*** *clairvoyance*, *ice storm*^{PC2}, *wall of fire*, *weapon storm*; ***3rd*** *fireball*, *haste*, *lightning bolt*, *wall of wind*; ***2nd*** *acid grip*, *blur*, *enlarge*, *floating flame*; ***1st*** *alarm*, *breathe fire*, *force barrage*, *thunderstrike*; ***Cantrips*** *caustic blast*, *electric arc*, *frostbite*, *ignition*, *shield*

SAMPLE ORGANIZATIONS

There are countless organizations and factions on Golarion, varying in size and influence from small, loosely affiliated regional groups to vast, powerful organizations with worldwide reach and abundant wealth. The following organizations are a sample of those found on Golarion, with a primary focus on the Inner Sea region. Each organization entry includes information on the organization, its goals, common characteristics of its members, and a list of NPCs that can serve as suitable representatives of the organization.

Aldori Swordlords

Aldori swordlords are skilled combatants devoted to mastering the Aldori dueling sword and defending their martial traditions, which they share only with others who have sworn the swordpact. Centered in the nation of Brevoy, the swordlords are honorable and highly respected.

Characteristics: favor duels, fine attire, honorable, proud, wield Aldori dueling sword

Goals: maintain independence, master the Aldori dueling sword, prove superiority of their combat style

Suitable NPCs: bodyguard (page 82), bounty hunter (page 83), palace guard (page 14), runaway blueblood (page 77), veteran noble (page 15)

Arclords of Nex

The Arclords are capable spellcasters who study directly from the journals and spellbooks of Nex, aiming to learn his will, methods, and magic, and to use his reputation to expand their influence. Power-hungry meddlers with undeniable arcane might, the Arclords influence foreign affairs, guide the next generation of spellcasters, and possibly drive the nation into war with Geb.

Characteristics: arcane third eye, magic items, purple robes, possess spellbook and scrolls, spellcasting expertise

Goals: arcane mastery, claim Nex's legacy, destroy Geb, destroy undead, political power, rule Nex

Suitable NPCs: eldritch emeritus (page 143), exuberant apprentice (page 140), mage for hire (page 82)

Aspis Consortium

One of the largest business ventures in the Inner Sea, the Aspis Consortium is an international merchant coalition aimed at gaining power, profit, and prestige. They value cunning business savvy, risk-taking, shrewd negotiations, and cutthroat and merciless methodologies. The Aspis Consortium often clashes with the Pathfinder Society.

Characteristics: Aspis badge, cunning, local knowledge, network of contacts, ruthless

Goals: expand power and influence, market dominance, monopolizing resources, profit

Suitable NPCs: advisor (page 14), envoy (page 12), fence (page 21), bodyguard (page 82), guildmaster (page 9), legbreaker (page 21), loan shark (page 19), merchant (page 8), saboteur (page 153), tax collector (page 109)

Bellflower Network

Founded by halfling freedom fighters, the Bellflower Network is a clandestine rebel group and intelligence network that opposes Cheliax's tyrannical rule. With a focus on protecting innocents and spreading information, the Bellflower Network works in secret and hides in plain sight, with many agents working as servants, farmers, laborers, and other positions beneath the notice of the Chelaxian elite. The Bellflower Network smuggles goods, messages, and people in and out of Cheliax, as well as providing safe houses to activists, dissidents, and rebels, and supports revolutionaries.

Characteristics: communicate in code; take easily overlooked, menial jobs; many (but not all) are halflings; maintain a network of contacts; perceptive; simple attire

Goals: improve the lives of the citizenry, overthrow Cheliax, protect innocents, support rebels

Suitable NPCs: halfling bill-band (page 190), farmer (page 67), halfling smuggler (page 191), halfling yarnspinner (page 192), messenger (page 70), political upstart (page 76), servant (page 66), spy (page 15), warden (page 117)

Blood Lords of Geb

The Blood Lords are a council of administrators and politicians who govern the nation of Geb on behalf of Geb himself, including the government, justice, military, and foreign affairs, which extends their influence well beyond their borders. Despite being a unified council, they're scheming and ruthless and constantly jockey among themselves for power, influence, and to undermine their rivals. Most Blood Lords are necromancers, undead, or both. You can also use the undead adjustments from *Book of the Dead* (pages 72–73) to make other NPCs undead.

Characteristics: diplomatic, educated, necromancers, ruthless, scheming, spellcasting expertise, undead, wealthy

Goals: expand personal influence, govern Geb, influence foreign nations, maintain Geb's favor, rule forever

Suitable NPCs: advisor (page 14), despot (page 157), eldritch emeritus (page 143), grand inquisitor (page 121), mastermind (page 156), necromancer (page 99), prime minister (page 110)

Cyphermages

The Cyphermages are an organization of spellcasters and scholars dedicated to the study of the ancient magic and monuments of Varisia and the protection of Varisia's people from Thassilonian threats, both new and old. With strong Cyphermage communities based out of Korvosa, Magnimar, Riddleport, Kaer Maga, and Galduria, the organization is tentatively branching out into New Thassilon, careful to temper their interest with caution.

Characteristics: adventurers, explorers, historians, magic scholars, spellcasting expertise

Goals: defend Varisia from Thassilonian threats, infiltrate New Thassilon, learn magical traditions of Varisia, understand ancient monuments of Varisia

Suitable NPCs: adept (page 96), aiuvarin translator (page 178), chronicler (page 54), department chair (page 141), eldritch emeritus (page 143), expedition leader (page 58), exuberant apprentice (page 140), enigmatic conspiracist (98), harrow reader (page 96), obsessive researcher (page 138), sage (page 141), teacher (page 139), tomb raider (page 56)

Eagle Knights

The Eagle Knights are the protectors of Andoran and defenders of liberty. The group has four factions: the Steel Falcons (who promote Andoran's interests abroad) and its naval branch, the Gray Corsairs; the Golden Legion (the military); and the Twilight Talons (spies and intelligence officers). The Eagle Knights regularly clash with the Hellknights and the Chelaxian government.

Characteristics: blue uniform, do-gooders, passionate, patriotic

Goals: defend Andoran, fight tyranny and oppression, inspire the oppressed to fight for their rights, protect the innocent, spread Andoran's ideals to other nations

Suitable NPCs (Golden Legion): artillerist (page 44), heavy cavalry (page 92), knight (page 16), line infantry (page 90), mage knight (page 94), phalanx formation (page 91), standard bearer (page 89)

Suitable NPCs (Steel Falcons): bosun (page 147), envoy (page 12), bodyguard (page 82), navigator (page 146), ship captain (page 149), veteran noble (page 15)

Suitable NPCs (Twilight Talons): accuser agent (page 118), grand inquisitor (page 121), spy (page 15)

Esoteric Order of the Palatine Eye

The Esoteric Order of the Palatine Eye is a semi-secret society of wealthy scholars and philosophers. Based out of Ustalav, with a fascination for Osirion, the Order believes in the power of self-enlightenment and that knowledge can be dangerous in the hands of those of ill intent. They strive to unlock the esoteric secrets of existence, but they also hoard much of that knowledge, sharing it only with those they deem virtuous enough to warrant membership. Members of the Order are utterly devoted to helping one another, yet they've also taken a firm stance against dark cults, notably the Whispering Way and the Night Heralds.

Characteristics: esoteric wisdom, fine attire, nobles, inspired by Osirion culture, philosophical scholars, ritual expertise, wealthy, well-educated

Goals: achieve enlightenment for oneself and fellow members, keep valuable information out of evil hands, learn ancient Osirion mysteries, oppose evil cults and their masters, study the occult, unlock the secrets of existence

Suitable NPCs: advisor (page 14), astronomer (page 139), avuncular professor (page 140), conspiracist (page 152), department chair (page 141), eldritch emeritus (page 143), enchanting ritualist (page 105), exuberant apprentice (page 140), high priest (page 33), librarian (page 138), noble (page 13), obsessive researcher (page 138), prophet (page 30), reckless scientist (page 158), sage (page 141), sibyl (page 31), teacher (page 139), therapeutic healer (page 63)

ADDITIONAL INFORMATION

Many of these organizations are covered in depths in other books. The most up-to-date information can be found in the sources listed here.

Arclords of Nex: *Lost Omens Impossible Lands*

Bellflower Network: *Lost Omens Firebrands*

Esoteric Order of the Palatine Eye: *Lost Omens Divine Mysteries*

Firebrands: *Lost Omens Firebrands*

Hellknights: *Lost Omens Character Guide*

Houses of Perfection: *Lost Omens Impossible Lands*

Knights of Lastwall: *Lost Omens Knights of Lastwall*

Lion Blades: *Lost Omens Shining Kingdoms*

Magaambya: *Lost Omens Mwangi Expanse*

Pathfinder Society: *Lost Omens Pathfinder Society Guide*

Red Mantis: *Prey for Death*

Whispering Way: *Book of the Dead*

Firebrands

The Firebrands are a loosely affiliated group of freedom fighters, dashing heroes, and entertainers united in their resolve to fight oppression, overthrow tyrants, and empower the oppressed. While some work from the shadows or use vigilante alter egos, most are bombastic daredevils with a flair for the dramatic and a fondness for fine attire.

Characteristics: athletic, brave, daring, flashy attire, impulsive, meddling do-gooder, secret vigilante, street smart

Goals: become famous, inspire rebellion, overthrow tyrants, protect innocents, support the oppressed

Suitable NPCs: acrobat (page 124), gnome daredevil (page 183), gunwitch (page 78), leaping thief (page 172), lucky courser (page 173), maestro (page 130), musketeer (page 77), peerless duelist (page 80), political upstart (page 76), razzle dazzler (page 183), runaway blueblood (page 77), troubadour (page 127)

Free Captains

The Free Captains are a coalition of independent pirate crews bound together by mutual recognition and a loose code of conduct. While many pirates bemoan the rule of their pirate lord council (also called the Free Captains), they understand there is power in numbers and that together, they can seize any prize, win any battle, and stand against any nation—a worthwhile reward for the inconvenience.

Characteristics: bombastic, flashy but weather-worn attire, grand hats, poor hygiene

Goals: amass wealth and power, become infamous, rule the seas uncontested

Suitable NPCs: artillerist (page 44), bosun (page 147), cartographer (page 10), navigator (page 146), pirate (page 147), rigger (page 146), ship captain (page 149), subaquatic raider (page 149), jinx eater (page 212)

Hellknights

The Hellknights are an order of mercenaries inspired by the rigid hierarchies of Hell who see the law as inviolate and consider themselves the premier enforcers of law and order. Further divided into numerous orders with different specialties and interests, all Hellknights are recognizable by their intimidating black armor. Hellknights work for hire but hold no cause or employer above their own Measure and Chain—the order's massive collection of laws and strictures, and a philosophy that upholds three virtues: order, discipline, and mercilessness. Hellknights strive to enforce the Measure and Chain upon the world, inserting themselves where they believe they're needed.

Characteristics: black Hellknight armor, brave, incorruptible, law enforcers, martial expertise, unwavering

Goals: enforce the Measure and Chain, punish lawbreakers, stamp out chaos, uphold law and order

Suitable NPCs: bounty hunter (page 82), captain of the guard (page 115), despot (page 157), drill sergeant (page 92), executioner (page 116), grand inquisitor (page 121), arrester squadron (118), Hellknight cavalry brigade (page 93), infernal registrar (page 119), jailer (page 112), line infantry (page 90), propagandist (page 154), watch officer (page 113), zealot of Asmodeus (page 31)

Houses of Perfection

The Houses of Perfection are the foremost martial arts schools in Jalmeray. Inspired by Irori's teachings, the Houses of Perfection's techniques are meant to perfect one's mental, physical, and spiritual selves and push the boundaries of what's possible for mortals to achieve without magic. Each of these monastery schools is themed around a specific element: air, earth, fire, and water. With the resurgence of the planes of metal and wood, it's unknown if new Houses of Perfection will arise, seeking to emulate these rediscovered planes.

Characteristics: devoted to their monastery, elemental connection, Irori religious symbol, martial arts expertise, philosophical, simple attire, strives for self-perfection

Goals: achieve self-perfection, honor Irori, master monastic style, pass teachings onto worthy students, win the Challenge of Sky and Heaven

Suitable NPCs: black belt (page 73), pilgrim of Irori (28), grandmaster (page 74), martial student (page 72), mixed martial artist (page 73), pilgrim of Irori (page 28), sage (page 141), teacher (page 139), tournament combatant (page 72)

Knights of Lastwall

The Knights of Lastwall are a ragtag group of warriors and soldiers who've banded together to oppose the undead legions of the Whispering Tyrant. Originally composed of survivors from Lastwall and the Knights of Ozem, countless people harmed by the undead and Lastwall's destruction have flocked to their banner. Primarily operating within the Gravelands, the Knights of Lastwall rescue the living, fight the undead, and battle to reclaim the region from the Whispering Tyrant.

Characteristics: bravery, knights, undead slayers

Goals: defeat undead, destroy the Whispering Tyrant, protect the living, reclaim the Gravelands

Suitable NPCs: acolyte of Iomedae (page 29), deific champion of Iomedae (page 36), drill sergeant (page 92), heavy cavalry (page 92), knight (page 16), line infantry (page 90), mage knight (page 94), peerless healer (page 64), phalanx formation (page 91), standard bearer (page 89), veteran noble (page 15)

Lion Blades

The Lion Blades serve the crown of Taldor as assassins, infiltrators, scouts, and spies. Incredibly secretive, the Lion Blades work unseen to maintain order within the nation and serve Taldor's interests abroad. Members of the Lion Blades receive extensive training and then operate largely on their own initiative while on missions. Many go without contact for years, going deep undercover or shifting from mission to mission as they achieve their objectives.

Characteristics: deceptive, independent agents, infiltration expertise, patriotic, political knowledge, possesses useful intelligence, secretive

Goals: defend Taldor's monarch and throne, gather intelligence, sabotage Taldor's enemies, serve Taldor's agenda

Suitable NPCs: accuser agent (page 118), advisor (page 14), assassin (page 23), charlatan (page 20), halfling smuggler (page 191), mastermind (page 156), propagandist (page 154), saboteur (page 153), spy (page 15)

Magaambya

Magaambya is an academy of magical learning founded by Old-Mage Jatembe. Members of the Magaambya preserve ancient magical traditions and protect the cultures, histories, and people of the Mwangi Expanse. Magaambyans stand upon the foundation of thousands who've come before them and strive to leave the world a better place for all those who will follow. At once students, mentors, scholars, and public servants, the Magaambya is an upstanding, well-respected organization.

Characteristics: animal masks, bright colors, friendly, helpful, historical expertise, spellcasting expertise

Goals: help community, honor the past, make positive change, study magic, keep Old Mage Jatembe's teachings alive, protect the people of the Mwangi Expanse

Suitable NPCs: avuncular professor (page 140), chronicler (page 54), dedicated druid (page 134), departmental chair (page 141), druid initiate (page 132), eldritch emeritus (page 143), exuberant apprentice (page 140), gnome conservationist (page 184), dromaar lorekeeper (page 207), halfling yarnspinner (page 192), librarian (page 138), pack leader (page 132), sage (page 141), teacher (page 139), tempest incarnate (page 136), tree singer (page 135), warden (page 117)

Night Heralds

The Night Heralds are a secretive cult who strive to contact alien beings from beyond Golarion and prepare the planet for their arrival and rule. Night Heralds collect obscure texts, enact profane rituals, and attempt to discern hidden meanings and truths from within and beyond reality. Most Night Heralds are devoted to the Dominion of the Black, worshipping these alien beings as divine and praying that they'll be rewarded for their service when the world inevitably falls under their rule.

Characteristics: barter with alien beings, destructive, esoteric scholar, manipulative, obsessive, secret affiliations

Goals: aid and worship the Dominion of Black, contact alien beings, prepare Golarion for alien rule

Suitable NPCs: adept (page 96), astronomer (page 139), curse monger (page 104), cultist (page 97), cult leader (page 100), eldritch emeritus (page 143), enchanting ritualist (page 105), enigmatic conspiracist (page 98), false priest (page 98), prophet (page 30), obsessive researcher (page 138)

Pathfinder Society

The Pathfinder Society is a massive group of archaeologists, historians, and thrill-seekers that spans the globe. With a focus on exploration and the reclamation of lost relics and forgotten histories, the Pathfinder Society's vast reach and influence often cause them to be caught up in world events, dastardly plots, and devastating disasters. Under the leadership of the masked Decemvirate, Pathfinders are trained to explore the world, document their finds, and support one another—an outlook emphasized by their motto: explore, report, cooperate.

Characteristics: explorers, historical expertise, wayfinder, well-equipped

Goals: exploration, making important discoveries, record and publish findings, unearthing ancient relics

Suitable NPCs: aiuvarin translator (page 178), cartographer (page 10), chronicler (page 54), expedition leader (page 58), gnome philomath (page 58), guide (page 55), mountaineer (page 55), natural scientist (page 53), obsessive researcher (page 141), sage (page 141), tomb raider (page 56), troubadour (page 127), globetrotting scholar (page 142)

Red Mantis

The Red Mantis Assassins are a religious cult of assassins who worship the god Achaekek, killing for coin as an act of devotion. Widely regarded as the most skilled and reliable assassins, the Red Mantis take steps to ensure that those they're contracted to kill stay dead indefinitely. Centered around the island of Mediogalti, the Red Mantis Assassins have world-wide reach and a fearsome reputation but refuse to target rightfully ruling monarchs.

Characteristics: blood-themed magic and abilities, mysterious, red and black, Red Mantis armor, religious symbol of Achaekek, stealthy, wields sawtooth sabers

Goals: assassinate targets for coin, intelligence expertise, maintain control of Mediogalti, worship Achaekek

Suitable NPCs: assassin (page 23), bounty hunter (page 82), burglar (page 20), gang leader (page 160), hero hunter (page 162), mage killer (page 84), spy (page 15)

Sczarni

The Sczarni are a loosely affiliated collection of Varisian bandits, smugglers, thieves, and con artists. Sczarni are organized into "families," maintain their own territories and schemes, and operate independently of one another. Sczarni tend to focus on thefts and scams but aren't afraid to resort to violence when trouble comes their way.

Characteristics: bright colors, deceptive, fast-talking, local expertise, slang

Goals: protect the family, power, wealth

Suitable NPCs: bandit (page 18), bandit gang (page 22), burglar (page 20), charlatan (page 20), crime kingpin (page 24), false priest (page 98), fence (page 21), flamboyant thief (page 25), gang leader (page 160), halfling smuggler (page 191), harrow reader (page 96), legbreaker (page 21), loan shark (page 19), mastermind (page 156), ruffian (page 19), runaway blueblood (page 77), saboteur (page 153)

Whispering Way

The Whispering Way is a secretive death cult whose members are dedicated to transforming all life into the undead, beginning with themselves. The Whispering Way supports numerous undead leaders, organizations, and factions, including Tar-Baphon, Geb, the city of Nemret Noktoria, and the church of Urgathoa. The Whispering Way is opposed by the Knights of Lastwall and the Esoteric Order of the Palatine Eye.

Characteristics: dark colors, gagged skull symbol, necromantic expertise, undead

Goals: aid Tar-Baphon and other undead, become undead, transform all living creatures into undead

Suitable NPCs: blasphemer (page 29), cult leader (page 100), cultist (page 97), deific vessel of Urgathoa (page 37), eldritch emeritus (page 143), grave robber (page 18), necromancer (page 99), obsessive researcher (page 138), spirit binder (page 103)

RELATIONSHIPS & ADVANCEMENT

Players can invest in relationships with NPCs to make your game world more dynamic. These relationships can be practical, emotional, or romantic. It's all down to what you and the other players want to explore and are comfortable including.

Building NPC relationships is particularly appropriate for campaign-long arcs. In addition to the inherent enjoyment of building relationships, watching NPCs progress alongside PCs creates a lived-in world with interesting stakes. This is particularly true for campaigns with a tighter focus. While some campaigns may focus on saving the world, others may find that making it a better place for NPC friends and allies is equally important. Maybe the PCs can't fix everything, but they can pay off the debt of the innkeeper who provided them with a place to stay when they were starting out.

This chapter includes the following sections:

- **Connection Subsystem** (below) tracks individual NPCs' relationships with the PCs as they gain favor or disfavor through their actions.
- **NPC Advancement** (page 228) provides advice and tools to advance NPCs alongside the PCs, so that reoccurring characters provide meaningful aid or threats throughout a multilevel campaign.

CONNECTION SUBSYSTEM

The connection subsystem is designed to be used for adventure arcs or campaigns that span multiple sessions and is flexible for a range of relationship types. It can be used to track the changes in a romantic relationship, friendship, business partnership, or the bond between siblings. A PC advances through Connection Tiers by investing in relationships with NPCs or loses Connection Tiers by affronting NPCs.

This subsystem has many similarities to reputation (*Pathfinder GM Core* 200–201) but is simplified since it's meant to be overall more interpersonal and less campaign-shaping. It's also notably harder to improve from the worst depths of a hostile connection.

Creating a Connection

Connections are between either an individual PC or a group of characters. When a connection is first made, determine who it is between. If it's between an individual PC and NPC, only that PC's actions influence the Connection Tier. If it's between a group of player characters and an NPC, all the PCs' actions influence the Connection Tier. For group relationships, multiply all requirements to advance or recede a connection by the number of PCs. Group connections can be divided into individual connections, and individual connections can be combined into a group connection as suits the dynamic of your group and story.

There's no limit on the number of connections that an individual PC or group may have, though maintaining many connections may prove difficult.

Connection Tiers

Connections fall into tiers, which correspond to how invested the NPC is in the connection. Most NPC relationships will not reach the highest tiers but may still be useful to track.

Most connections start at the acquainted tier. However, at the GM's discretion, a relationship may begin at a higher or lower tier. For example, the academic rival of a PC may begin as a despised connection but slowly come around to being an associated relationship. Likewise, the long-lost brother may start as an associated connection instead of an acquaintance due to the familial history.

These tiers only indicate the other party's feelings toward the PC or group that has the connection. The feelings of a PC can vary in reciprocity, and should be roleplayed rather than measured.

CONNECTIONS

Connection	Advanced By	Receded By
Bonded	—	Moderate or major insult
Committed	Major token	Any insult
Associated	Moderate or major token	Any insult
Acquainted	Any token	Any insult
Avoided	Any token	Moderate or major insult
Despised	Moderate or major token	Major insult
Vindictive	Major token	—

Bonded

The NPC considers this relationship to be one of the most important in their lives. These connections are typically intended to be lifelong, though they may still recede if neglected. If asked, a bonded connection provides any favor if able. Examples of this type of connection include sworn siblings, spouses, and queerplatonic partners.

Committed

The NPC is invested in the relationship with the PC and actively seeks them out to spend time together. These connections are typically long-term or deep relationships. Examples include an established mentor, a steady romantic partner, or an ongoing business partnership.

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Associated

The NPC knows the PC well and is usually friendly to them. These connections are mostly friendly relationships. Examples of this connection include the innkeeper at a favorite tavern, a cousin, or the early stages of a romantic relationship.

Acquainted

The NPC is aware of the PCs but is generally neutral about their relationship with them. These connections are the most common, and most acquainted connections don't need to be tracked. Examples include a wholesale supplier of goods, a classmate, an undeclared crush, or a member of the same faction.

Avoided

The NPC doesn't want to be associated with the connection and avoids interacting with them. While the NPC doesn't mean harm, they won't provide assistance unless they're convinced to do so. Examples include a noble who was insulted, a stiffed merchant, participant in a lousy date, or member of a rival faction.

Despised

The NPC strongly dislikes the connection and avoids any association with them. They may actively sabotage the connection if given the opportunity. Examples include a bitter former friend, jilted former suitor, or long-term personal rival.

Vindictive

The NPC pursues the connection with the goal of destroying them and making their plans fail. This NPC appears to cause the connection trouble whenever possible. Examples include an embarrassed villain or a single-minded adversary.

Connection Advancement

Connections advance and recede in conjunction with the actions and investments of the PCs. The Connections table shows how connections advance and recede. Tokens of affection advance connection tiers, while insults recede them.

Maintaining Relationships and Decay

Connections don't naturally stay at the same intensity over time if the PC stops interacting with the NPC. If a long period passes where the PC doesn't spend time or communicate with the NPC, the connection recedes one tier. Relationship decay doesn't reduce a relationship's status to avoided or despised; this degree of dislike requires an active insult or other narrative complications to occur.

Relationship decay typically takes several months of in-game time to occur and doesn't usually happen while the PCs are actively adventuring, except in extreme cases. Relationship decay should be the result of the PCs actively making story choices to spend their time and attention elsewhere rather than a situation they need to manage that keeps them from going on adventures.

Tokens

Tokens of affection are acts that engender goodwill or otherwise make the connection feel positively.

- **Minor tokens** are small acts that don't take much time or investment from a PC. Examples include offering a simple or casual gift (like a bouquet of flowers from a nearby shop), apologizing for previous wrongdoing, talking to an NPC about how their day is going, spending a day of downtime strengthening the connection, or swearing a low-stakes oath.
- **Moderate tokens** require considerable investment or resources. They typically require effort or commitment from the PC, such as fulfilling a complicated promise, spending a week of downtime strengthening the connection, giving a particularly thoughtful or effortful gift (like a bouquet of the NPC's favorite rare flowers, gathered from a nearby forest), or doing a favor that includes overcoming a moderate encounter.
- **Major tokens** are taxing requests. These typically require a long-term commitment from the PC, such as cementing a relationship as legally binding (such as adding the NPC into the PC's will or giving a business partner a permanent ownership stake), spending a month of downtime strengthening the relationship, presenting a gift with significant personal meaning and long-term effort or investment (like building a garden or greenhouse so the NPC's favorite rare flowers can be enjoyed all year long), or fulfilling a request for the NPC that includes multiple moderate encounters.

Insults

Insults are acts that harm an NPC, offend them, or negatively impact their standing.

- **Minor insults** are small acts that may be unintentional, such as forgetting to tip a server, not responding to a letter within a reasonable timeframe, or snubbing an NPC at a party.
- **Moderate insults** are purposeful acts that may cause slight harm to the NPC. Examples include talking poorly about the NPC within earshot, unintentional property damage, insulting the NPC to their face, or making the NPC look incompetent.
- **Major insults** are acts that cause purposeful and lasting harm to the NPC. These include injuring the NPC on purpose, spreading negative rumors about the NPC, undercutting them in a business deal, or betraying the NPC.

CONSENT, SAFETY, AND IN-GAME RELATIONSHIPS

Games that focus heavily on relationships come with additional considerations around consent and player safety. In particular, games that focus on roleplaying dating and flirting can blur the line between acting out a scene and using a scene to flirt in real life. Your group should consider the feelings of all players and any bystanders to the game, not just those engaging in romantic arcs or roleplaying.

Bleed and Boundaries

Bleed—the blurring of boundaries between the player's feelings and those of their characters—is a common occurrence when focusing on relationships. This sometimes shows up when two characters dating in the campaign story leads to the players dating outside the game. However, it can also appear when in-character rivalries cause tension between the players. Bleed is a common experience in games, since acting out social interactions makes them feel real as a result. It also affects players and Game Masters equally, so all participants need to be aware of how the game may affect their out-of-game feelings.

Check-Ins and Calibrations

Participants—Game Masters and players—should never be forced into roleplaying a romantic relationship without their consent. When it seems like romantic relationships may come up in the game, all participants should discuss their boundaries. This should include both the type of relationship they're interested in exploring in the game and the amount of detail involved. For example, a player may want to have an NPC as a background relationship that rarely comes into the spotlight, while another player may want to be more detailed. When considering these boundaries, consider the relationship between the players and the level of trust. Specific safety tools, such as those on page 7 of *Pathfinder GM Core*, can be helpful in defining these boundaries and providing a safety net during play.

Out-of-character check-ins and calibrations are useful after big moments between two characters (such as a rejection of an advance or a pivotal moment that makes a relationship more intense). However, they should also occur any time events in a game seem to affect the relationship between players. Check-ins can occur mid-scene, particularly if a participant is reacting negatively to the way the game is playing out. Since the excitement of playing can influence emotions, it's also good practice to do occasional check-ins outside of gaming sessions.

These check-ins should focus on whether the participants feel like they have appropriate agency in the way a relationship is playing out, that they meaningfully consent to the interaction, and that they're aware of any effect this has on the relationship between those at the table. Check-ins can also include participants and bystanders who aren't directly in the scene.

NPC ADVANCEMENT

While the PCs are adventuring and growing in their skills, notable NPCs can do the same. Advancing an NPC allows for an adversary to maintain an equal footing or for an ally to continue to provide useful aid. Recurring NPCs serve an important role in campaigns by maintaining a sense of continuity. They also add to the feeling of a dynamic, changing world, particularly when they build skills in response to how the PCs are changing.

When to Advance NPCs

NPC allies typically advance at a slightly slower rate than PCs, and NPC enemies typically advance at the same rate. However, enemies might advance more slowly if they're building up alliances to face the PCs alongside or more quickly if they're achieving major accomplishments.

It's best to advance NPCs based on specific events rather than automatically. This way the players can recognize the progress of the character by hearing about the event or seeing the NPC with new equipment, different garments, scars, or other markers that show their story has continued "off stage."

Some milestones an NPC might achieve to advance their level or abilities include:

- **The NPC accomplishes a significant goal.** This might be a business milestone for a merchant, a major performance for an actor, or a lucrative kidnapping for a villainous rogue.
- **The NPC survives a major crisis.** Usually this advancement also comes with a major change in their attitude and capabilities. Examples include a treacherous journey, a natural disaster, or a bloody battle. For enemy NPCs, this can include a battle against the PCs, after which it's usually best to both have the NPC level up and wait at least 1 level for the rematch so both sides come to the encounter with new abilities and counterplay tactics.
- **PCs help the NPC improve.** This could involve doing a specific task for the NPC, helping them gain admittance to an institution, personally training them, or helping them realize their true potential. If you're using the connections system detailed on page 226, these types of tasks usually overlap with favors, so you can use increasing their Connection Tier as a good point to advance the NPC.

Numerical Advancement

You can upgrade an NPC's statistics and level using the Building Creatures rules starting on page 112 of *Pathfinder GM Core*. Usually you can find the creature's new level on the relevant stats tables and increase their stats by the difference between the current level and the next. However, you might want to add new abilities if the NPC started out at a low level and is now much higher, and you can update spells, items, and the like

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SPECIAL PERK EXAMPLES

Ally Event	Perk
A fence NPC receives a sterling artisan's toolkit.	The NPC can erase notable features of stolen goods so they can be sold easily.
A playwright NPC stages an incredible play about the PCs.	The attitude of all residents of a settlement or district improve by one step for the NPC and the PCs.
A student NPC graduates from an arcane academy.	The NPC can automatically identify magic items for the PCs up to the NPC's level + 2.
The PCs help an innkeeper expand their building.	The innkeeper provides room and board to the PCs when they're in the settlement (a comfortable standard of living).
Enemy Event	**Perk**
A wealthy enemy colludes with merchants.	The price of all goods in the settlement increase by 10% for the PCs.
A warrior enemy escapes a battle with the PCs.	The enemy chooses one PC, trains against their techniques, and gains a +1 circumstance bonus to all defenses against any of that PC's abilities they're aware of.
A plotting enemy frames the PCs.	The attitude of all residents of a settlement or district worsens by one step for the PCs.
The PCs show off their spells in a public place where the enemy's spies can see.	The enemy gains resistance to the spells that were witnessed, using the minimum value (*Pathfinder GM Core* 119).

to suit the new level. You might also want to add more extreme increases at 11th level or higher, as described on page 113 of *Pathfinder GM Core*.

If you expect the NPC will continue leveling up, you might save yourself some work by using the elite adjustments (*Pathfinder Monster Core* 6) the first time they level up. Then you can level them up by 3 levels the next time and temporarily use the weak adjustments. Then repeat the process. For example, you'd use the following progression for an NPC as they advance from 1st level: **1st** starting stat block, **2nd** starting stat block with elite adjustments, **3rd** creature increased to 4th level with the weak adjustments, **4th** the 4th-level stat block.

Social Advancement

You can follow the same process to increase an NPC's non-combat level (*Pathfinder GM Core* 128) to improve their social or skill-based abilities. Each time you advance such an NPC, decide whether the story better suits increasing their combat level, non-combat level, or both at the same time.

Special Perks

The story of your game will often suggest other types of advancement beyond stat increases and new combat, magic, or skill abilities. Look for opportunities to add these perks, which can give the PCs a clear picture of the NPC's new capabilities and enrich the game world.

These perks could come as part of the numerical advancement described above, as a separate benefit, or due to other actions of the PCs. For example, an enemy NPC might take advantage of a slip-up by the PCs to gain an advancement listed here that fits that theme.

ABILITY GLOSSARY

The following creature abilities are listed here because they are shared by many creatures or are highly complex. The statistics for individual creatures might alter the traits, the number of actions, or other rules of these abilities. Anything noted in a specific creature's stat block overrides the general rules for the ability below. In these abilities, "monster" is used for the creature that has the ability, to differentiate it from any other creatures the ability might affect.

All-Around Vision This monster can see in all directions simultaneously, and therefore can't be flanked.

At-Will Spells The monster can cast its at-will spells any number of times without using up spell slots.

Aura A monster's aura automatically affects everything within a specified emanation around that monster. The monster doesn't need to spend actions on the aura; rather, the aura's effects are applied at specific times, such as when a creature ends its turn in the aura or when creatures enter the aura. If an aura does nothing but deal damage, its entry lists only the radius, damage, and saving throw. Such auras deal this damage to a creature when the creature enters the aura and when a creature starts its turn in the aura. A creature can take damage from the aura only once per round. The GM might determine that a monster's aura doesn't affect its own allies. For example, a creature might be immune to a monster's frightful presence if they have been around each other for a long time.

Buck ↩ Most monsters that serve as mounts can attempt to buck off unwanted or annoying riders, but most mounts won't use this reaction against a trusted creature unless the mounts are spooked or mistreated; **Trigger** A creature Mounts or uses the Command an Animal action while riding the monster; **Effect** The triggering creature must succeed at a Reflex saving throw against the listed DC or fall off the creature and land prone. If the save is a critical failure, the triggering creature also takes 1d6 bludgeoning damage in addition to the normal damage for the fall.

Change Shape ◆ (concentrate, magical tradition, polymorph) The monster changes its shape indefinitely. It can use this action again to return to its natural shape or adopt a new shape. Unless otherwise noted, a monster cannot use Change Shape to appear as a specific individual. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The monster's transformation automatically defeats Perception DCs to determine whether the creature is a member of the ancestry or creature type into which it transformed, and it gains a +4 status bonus to its Deception DC to prevent others from seeing through its disguise. Change Shape abilities specify what shapes the monster can adopt. The monster doesn't gain any special abilities of the new shape, only its physical form. For example, in each shape, it replaces its normal Speeds and Strikes, and might potentially change its senses or size. Any changes are listed in its stat block.

Constant Spells A constant spell affects the monster without the monster needing to cast it, and its duration is unlimited. If a constant spell gets counteracted, the monster can reactivate it by spending the normal spellcasting actions the spell requires.

Darkvision A monster with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-rank *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Grab ◆ **Requirements** The monster's last action was a successful Strike that lists Grab in its damage entry, or the monster has a creature grabbed or restrained; **Effect** If used after a Strike, the monster attempts to Grapple the creature using the body part it attacked with. This attempt neither applies nor counts toward the creature's multiple attack penalty.

The monster can instead use Grab and choose one creature it's grabbing or restraining with an appendage that has Grab to automatically extend that condition to the end of the monster's next turn.

Improved Grab, Improved Knockdown, or Improved Push ◇ The monster can use Grab, Knockdown, or Push (as appropriate) as a free action triggered by a hit with its initial attack. A monster with Improved Grab still needs to spend an action to extend the duration for creatures it already has grabbed.

Knockdown ◆ **Requirements** The monster's last action was a successful Strike that lists Knockdown in its damage entry; **Effect** The monster attempts to Trip the creature. This attempt neither applies nor counts toward the monster's multiple attack penalty.

Lifesense Lifesense allows a monster to sense the vital essence of living and undead creatures within the listed range. The sense can distinguish between the vitality energy animating living creatures and the void energy animating undead creatures, much as sight distinguishes colors.

Low-Light Vision The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Poison When a creature is exposed to a monster's poison, it attempts a Fortitude save to avoid becoming poisoned. The level of a poison is the level of the monster inflicting the poison. The poison follows the rules for afflictions.

Push ◆ **Requirements** The monster's last action was a successful Strike that lists Push in its damage entry; **Effect** The monster attempts to Shove the creature. This attempt neither applies nor counts toward the monster's multiple attack penalty. If Push lists a distance, change the distance the creature is pushed on a success to that distance.

Reactive Strike ↺ **Trigger** A creature within the monster's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The monster attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the monster disrupts that action. This Strike doesn't count toward the monster's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

Rend ◆ A Rend entry lists a Strike the monster has; **Requirements** The monster hit the same enemy with two consecutive Strikes of the listed type in the same round; **Effect** The monster automatically deals that Strike's damage again to the enemy.

Scent Scent involves sensing creatures or objects by smell, and is usually a vague sense. The range is listed in the ability, and it functions only if the creature or object being detected emits an aroma (for instance, incorporeal creatures usually do not exude an aroma).

If a creature emits a heavy aroma or is upwind, the GM can double or even triple the range of scent abilities used to detect that creature, and the GM can reduce the range if a creature is downwind.

Shield Block ↺ **Trigger** The monster has its shield raised and takes damage from a physical attack; **Effect** The monster snaps its shield into place to deflect a blow. The shield prevents the monster from taking an amount of damage up to the shield's Hardness. The monster and the shield each take any remaining damage, possibly breaking or destroying the shield.

Telepathy (aura, magical, mental) A monster with telepathy can communicate mentally with any creatures within the listed radius, as long as they share a language. This doesn't give any special access to their thoughts and communicates no more information than normal speech would.

Trample ◆◆◆ The monster Strides up to double its Speed and can move through the spaces of creatures of the listed size, Trampling each creature whose space it enters. The monster can attempt to Trample the same creature only once in a single use of Trample. The monster deals the damage of the listed Strike, but trampled creatures can attempt a basic Reflex save at the listed DC (no damage on a critical success, half damage on a success, double damage on a critical failure).

Tremorsense Tremorsense allows a monster to feel the vibrations through a solid surface caused by movement. It is usually an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the monster is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

ROOT LESHY GROUNDSKEEPER

Troop Defenses Troops are composed of many individuals, represented by four "segments" on a battle grid. Each segment is 10 feet on each side and as tall as the individual members of the troop. Segments must remain contiguous. Each one has to share at least 5 feet of one of its edges with another segment—being adjacent on a diagonal isn't sufficient! You can measure flanking, cover, and the like using the center of any segment.

A troop has two Hit Point thresholds in its HP entry and loses segments as it crosses thresholds. Typically, the higher threshold is at 2/3 of the troop's maximum Hit Points and the lower is at 1/3 of its maximum. Once the troop drops below the higher threshold, it loses one segment, leaving three segments (12 squares) remaining and setting the first threshold as the troop's new maximum Hit Points. This repeats when the troop drops below the lower threshold, leaving two segments (8 squares). At 0 Hit Points, the troop disperses entirely, with the few remaining members surrendering, fleeing, or easily dispatched, as determined by the GM. Typically the creature who caused the troop to lose a segment decides which to remove, or the GM decides when a specific creature wasn't responsible. To restore lost segments and maximum Hit Points, a troop needs to spend downtime to use long-term treatment on casualties or recruit new members to replace the fallen.

Troops are typically immune to non-damaging effects that target a single creature, such as a *charm* spell or the Demoralize action. An ability that can target 5 or more creatures can target an entire segment, increasing to two segments if it can target 10 or more creatures and to the entire troop if it can target 20 or more creatures. An ability that affects all creatures in a certain range affects all segments in range (make any checks or saves separately for each segment). As examples, an 8th-rank *charm* spell (with 10 targets) can affect two segments, and an ability that Demoralizes all creatures within 30 feet of you would affect all segments that are fully within that range. A non-damaging ability that would prevent a segment from acting, cause them to flee, or otherwise make them unable to function as part of the troop for a round or more removes the segment entirely. The troop loses a number of HP required to bring it to the next threshold. If an ability both deals damage and has a non-damaging effect, apply the damage then the rest of the effect.

Troop Movement Whenever a troop moves, you move one of its segments and the other segments follow behind it. At the end of the movement, you can group the other segments adjacent to the one you moved as you see fit, provided none of them moves farther than the moving segment. If you choose not to move the troop any distance, you can instead reshape the position of all the segments as long as one stays in place.

NPCS BY LEVEL

The following tables present every stat block in NPC Core, organized by level. A number in parentheses indicates the creature is a specialist, treated as a higher level for certain types of non-combat encounters. An uncommon or rare creature is indicated with a superscript "U" or "R," respectively. Each entry also indicates the creature's category, showing which entry it can be found under and the general group it belongs to, and finally the page number where the creature's entry begins.

Level –1	Category	Page
Adept	Mystic	96
Apothecary (3)	Healer	60
Apprentice	Artisan	8
Barrister (4)	Official	108
Beggar	Downtrodden	40
Commoner	Laborer	66
Court historian (5)	Courtier	12
Gnome philomath (5)	Gnome	182
Harrow reader (3)	Mystic	96
Judge (6)	Official	108
Librarian (3)	Scholar	138
Merchant (4)	Artisan	8
Obsessive researcher (10)	Scholar	138
Physician (4)	Healer	60
Pilgrim of Irori	Devotee	28
Root leshy groundskeeper	Leshy	200
Servant	Laborer	66
Tax collector (3)	Official	109
Teacher (4)	Scholar	139
Urchin	Downtrodden	40

Level 0	Category	Page
Aiuvarin translator (4)	Elf	178
Bone scavenger	Kholo	196
Conspiracist (4)	Villain	152
Dockhand	Laborer	66
Drover	Laborer	67
Dwarf smith (5)	Dwarf	174
Envoy (6)	Courtier	12
Farmer	Laborer	67
Fisher	Laborer	68
Mayor (6)	Official	109
Miner	Laborer	68
Penitent of Calistria	Devotee	28
Political upstart (3)	Maverick	76
Prime minster (10)	Official	110
Toady	Villain	152
Torchbearer	Explorer	52

Level 1	Category	Page
Abbot of Abadar (9)	Devotee	28
Acolyte of Iomedae	Devotee	29
Bodyguard	Mercenary	82
Combat engineer (5)	Military	88
Cultist	Mystic	97
Dancer (5)	Performer	124
Druid initiate	Primalist	132
Forager (3)	Explorer	52
Goblin chef	Goblin	186
Grave robber	Criminal	18
Gravedigger	Laborer	69
Guard	Official	110
Gunsmith (6)	Engineer	42
Innkeeper	Laborer	69
Kholo pragmatist	Kholo	196
Local herbalist (3)	Healer	61
Mechanic (8)	Engineer	42
Messenger	Laborer	70
Orc agriculturalist (5)	Orc	206
Prisoner	Downtrodden	41
Rigger	Seafarer	146
Tripkee scout	Tripkee	214
Tunnel viper	Ratfolk	210

Level 2	Category	Page
Acrobat (5)	Performer	124
Archer sentry	Official	111
Arms dealer (5)	Maverick	76
Astronomer	Scholar	139
Bandit	Criminal	18
Blasphemer of Zon-Kuthon	Devotee	29
Bleachling survivor^{U}	Gnome	182
Construction worker	Laborer	71
Courtesan (5)	Courtier	13
Coven aspirant	Mystic	97
Driver (8)	Engineer	43
Drunkard	Downtrodden	41
Forlorn artist (4)	Elf	178
Gnome daredevil	Gnome	183
Halfling head chef (7)	Halfling	190
Infantry soldier	Military	88
Juggler (5)	Performer	125
Kobold trapper	Kobold	198
Loan shark (7)	Criminal	19
Natural scientist	Explorer	53
Navigator (4)	Seafarer	146

Pirate	Seafarer	147
Poacher	Explorer	53
Prophet	Devotee	30
Ruffian	Criminal	19
Saboteur	Villain	153
Street musician	Performer	125
Surgeon (6)	Healer	61
Tripkee camoufleur (5)	Tripkee	214
Vermin catcher	Laborer	71
Level 3	**Category**	**Page**
Artillerist	Engineer	44
Bosun	Seafarer	147
Charlatan	Criminal	20
Chronicler	Explorer	54
Conscript squad	Military	89
Diver (10)	Seafarer	147
Fiend caller^{R} (8)	Villain	153
Gambling companion (5)	Tengu	212
Harbormaster	Official	111
Hobgoblin spellbreaker	Hobgoblin	194
Inspector (5)	Official	112
Jailer	Official	112
Kobold egg guardian	Kobold	198
Leaping thief	Catfolk	172
Mage for hire	Mercenary	82
Martial student	Martial artist	72
Mime (6)	Performer	126
Musketeer	Maverick	77
Noble	Courtier	13
Propagandist	Villain	154
Runaway blueblood^{U}	Maverick	77
Sibyl^{U}	Devotee	30
Smith (6)	Artisan	9
Swarm voice (7)	Ratfolk	210
Tonic merchant	Healer	62
Toymaker	Engineer	45
Tracker	Explorer	54
Traveling actor	Performer	127
Troubadour	Performer	127
Tumbleweed leshy courier	Leshy	200
Watch officer	Official	113
Level 4	**Category**	**Page**
Beast tamer	Performer	128
Bounty hunter	Mercenary	82
Burglar	Criminal	20
Corn leshy throng	Leshy	201
Deluded mob	Villain	155
Demolitionist	Engineer	45
Enigmatic conspiracist	Mystic	98
Equestrian constable	Official	113
Exuberant apprentice	Scholar	140
False priest	Mystic	98
Goblin scavenger	Goblin	186
Guide	Explorer	55
Jinx eater	Tengu	212
Kobold earth diver^{U}	Kobold	199
Mastermind (7)	Villain	156
Orc gamekeeper	Orc	206
Pack leader	Primalist	132
Palace guard	Courtier	14
Standard bearer	Military	89
Tidewater guard	Lizardfolk	204
Trained bat	Companion	218
Zealot of Asmodeus	Devotee	31
Level 5	**Category**	**Page**
Advisor	Courtier	14
Avuncular professor (8)	Scholar	140
Bill-band	Halfling	190
Castaway	Seafarer	148
Champion of Rovagug	Villain	156
City guard squadron	Official	114
Demonbane warrior	Elf	179
Despot	Villain	157
Dromaar lorekeeper	Orc	207
Fence	Criminal	21
Goblin get gang	Goblin	187
Mountaineer	Explorer	55
Necromancer	Mystic	99
Plague doctor	Healer	62
Razzle dazzler	Gnome	183
Sniper	Military	90
Spirit priest	Dwarf	174
Subaquatic marauder^{U}	Seafarer	149
Tomb raider	Explorer	56
Tournament combatant	Martial artist	72
Unsanctioned sheriff	Maverick	78
Veteran war horse	Companion	218
Watchmage	Official	114
Level 6	**Category**	**Page**
Big boss goblin	Goblin	188
Bone mother	Ratfolk	211
Captain of the guard	Official	115
Catfolk name collector	Catfolk	172
Dwarf battalion	Dwarf	175
Executioner	Official	116
Gadgeteer (9)	Engineer	46
Gamekeeper	Explorer	56
Gnome conservationist	Gnome	184
Gourd leshy witch	Leshy	202
Halfling smuggler	Halfling	191
Hobgoblin battalion	Hobgoblin	194
Interrogator	Villain	158
Legbreaker	Criminal	21
Line infantry	Military	90
Monster hunter	Mercenary	83
Mountain guardian	Primalist	133

Level 6 (cont.)	Category	Page
Ocean nomad	Seafarer	150
Phalanx formation	Military	91
Priest of Sarenrae	Devotee	32
Puppeteer	Performer	128
Reckless scientist	Villain	158
Rocketeer^{U}	Engineer	47
Sage	Scholar	141
Ship captain	Seafarer	149
Spy	Courtier	15
Tengu bladesmith	Tengu	213
Veteran noble	Courtier	15
Warden	Official	117
Level 7	**Category**	**Page**
Bandit gang	Criminal	22
Champion of Shelyn	Devotee	32
Cult leader	Mystic	100
Dedicated druid	Primalist	134
Demonologist	Mystic	100
Departmental chair (10)	Scholar	141
Experienced hound	Companion	219
Fleshwarper	Villain	159
Gang leader	Villain	160
Gunwitch^{R}	Maverick	78
Halfling yarnspinner (10)	Halfling	192
Heavy cavalry	Military	92
Hunter	Explorer	57
Kholo outrider	Kholo	197
Knight	Courtier	16
Master of disguise	Criminal	22
Mixed martial artist	Martial artist	73
Orc skullcrushers	Orc	207
Therapeutic healer	Healer	63
Tripkee fiend keeper	Tripkee	215
Level 8	**Category**	**Page**
Arrester squadron	Official	118
Assassin	Criminal	23
Drill sergeant	Military	92
Dwarf general	Dwarf	176
Dynamo^{U}	Engineer	48
Gendarme	Official	117
Guildmaster (12)	Artisan	9
Hellknight cavalry brigade	Military	93
Hobgoblin vanguard	Hobgoblin	195
Lucky courser	Catfolk	173
Mage killer	Mercenary	84
Skin shifter	Primalist	134
Wealthy vigilante^{R}	Villain	160
Woodland scouts	Elf	179
Woolly wrangler	Explorer	57
Level 9	**Category**	**Page**
Accuser agent	Official	118
Expedition leader	Explorer	58
High priest of Pharasma (13)	Devotee	33
Humanitarian hermit	Healer	63
Iruxi masked mummer^{U}	Lizardfolk	205
Mercenary band	Mercenary	84
Mirror seer^{R}	Mystic	101
Traveling priest of Desna	Devotee	34
Level 10	**Category**	**Page**
Beast eidolon	Companion	219
Court jester	Performer	129
Exiled revolutionary	Mercenary	85
God caller	Mystic	102
Infernal registrar^{R}	Official	119
Mage knight	Military	94
Orc veteran master	Orc	208
Warmonger	Villain	161
Watchmage squadron	Official	120
Level 11	**Category**	**Page**
High roller	Maverick	79
Maestro (15)	Performer	130
Rancorous priesthood^{U}	Devotee	35
Spirit binder	Mystic	103
Level 12	**Category**	**Page**
Black belt	Martial artist	73
Crime kingpin	Criminal	24
Deific champion of Iomedae^{R}	Devotee	36
Peerless duelist^{U}	Maverick	80
Level 13	**Category**	**Page**
Elven court guard	Elf	180
Globetrotting scholar	Scholar	142
Hero hunter	Villain	162
Juggernaut^{R}	Engineer	49
Tree singer	Primalist	135
Level 14	**Category**	**Page**
Curse monger^{R}	Mystic	104
Siegebreaker	Mercenary	86
Level 15	**Category**	**Page**
Deific vessel of Urgathoa^{R}	Devotee	37
Flamboyant thief^{R}	Criminal	25
Grand inquisitor	Official	121
Peerless healer (17)	Healer	64
Level 16	**Category**	**Page**
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GLOSSARY & INDEX

This appendix contains page references for key terms appearing in this book. Many entries refer to *Player Core*, *GM Core*, and *Player Core 2* using the abbreviations "PC," "GMC," and "PC2." All others refer to this book.

aberration (trait) Aberrations are creatures from beyond the planes or corruptions of the natural order.

ability glossary 230–231

adamantine (material) One of the hardest metals known.

adjustments
  ancestry adjustments 168–169
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advancement (NPCs) 228–229

agile (weapon trait) PC 282

air (trait) Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a connection to magical air.

aiuvarin (trait) A creature with this trait has the aiuvarin versatile heritage. Aiuvarins are of mixed ancestry, including elves or other aiuvarins. An ability with this trait can be used or selected only by aiuvarins.

alchemical (trait) Alchemical items are powered by reactions of alchemical reagents. Alchemical items aren't magical and don't radiate a magical aura. Alchemical creatures are partially powered by alchemical reactions

amphibious (trait) An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.

animal (trait) An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence attribute modifier over –4, can't speak languages, and can't be trained in Intelligence-based skills.

animal companions 217–219

arcane (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to arcane magic.

Artisan section 8–11

athamaru (trait) Athamarus are fishlike aquatic humanoids.

athamaru adjustments 151

attack (trait) An ability with this trait involves an attack. For each attack you make beyond the first on your turn, you take a multiple attack penalty.

auditory (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound.

aura (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item.

backstabber (weapon trait) PC 282

beast (trait) A creature similar to an animal but with an Intelligence modifier of –3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.

capacity (weapon trait) 50

catfolk (trait) A creature with this trait is a member of the catfolk ancestry. Catfolk are humanoids with feline features. An item with this trait is created and used by catfolk. 168, **172–173**

clerics Devotee section 28–39

cobbled (weapon trait) 186

cold iron (material) Pure iron that's dangerous to demons and fey.

concealable (weapon trait) PC 282

concentrate (trait) An action with this trait requires a degree of mental concentration and discipline.

concussive (weapon trait) 50

connection subsystem 226–228

consumable (trait) An item with this trait can be used only once. Unless stated otherwise, it's destroyed after activation. Consumable items include alchemical items and magical consumables such as scrolls and talismans. When a character creates consumable items, they can make them in batches of four. GMC 221

Courtier section 12–17

creature companions 216–219

Criminal section 18–27

darkvision (sense) See clearly in darkness, though in black and white only. PC 433

dawnsilver (material) A light and durable form of silver.

deadly (weapon trait) PC 282

death (trait) An effect with the death trait kills you immediately if it reduces you to 0 HP. Some death effects can bring you closer to death or slay you outright without reducing you to 0 HP.

deity Deities are powerful entities that live beyond the world and grant power in the form of spells to truly devoted believers. swapping deities for divine NPCs. 38–39

demon (trait) A family of fiends, demons hail from or trace their origins to the Outer Rifts. Most are irredeemably unholy and have darkvision.

detection (trait) Effects with this trait attempt to determine the presence or location of a person, object, or aura.

devil (trait) A family of fiends from Hell, most devils are irredeemably unholy. They typically have greater darkvision, immunity to fire, and telepathy.

Devotee section 28–39

disarm (weapon trait) PC 282

divine (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical. PC 299

Downtrodden section 40–41

dragon (trait) Dragons are reptilian creatures, often winged or with the power of flight. Most can exhale magical energy and are immune to sleep and paralysis.

dromaar (trait) A creature with this trait has the dromaar versatile heritage. Dromaars are of mixed ancestry, including orcs or other dromaars.

druids Primalists section 132–137

dwarf (trait) A creature with this trait is a member of the dwarf ancestry. Dwarves are stout folk who often live underground and typically have darkvision. An item with this trait is created and used by dwarves. 168, **174–177**

earth (trait) Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a connection to magical earth.

eidolon (trait) A creature with this trait is a summoner's eidolon. An item with this trait can be worn by an eidolon. An eidolon can have up to two items invested. 102, **219**

electricity (trait) Effects with this trait deal electricity damage. A creature with this trait has a connection to magical electricity.

elf (trait) A creature with this trait is a member of the elf ancestry. Elves are mysterious people with rich traditions of magic and scholarship who typically have low-light vision. An item with this trait is created and used by elves. 168, **178–181**

elite adjustments 5

emotion (trait) This effect alters a creature's emotions. Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.

Engineer section 42–51

Explorer section 52–59

fatal (weapon trait) PC 282

fear (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.

fey (trait) Creatures of the First World are called the fey.

fiend (trait) Creatures that hail from or have a strong connection to the unholy planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.

finesse (weapon trait) PC 282

fire (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a connection to magical fire.

firearms 50–51

force (trait) Effects with this trait deal force damage or create objects made of pure magical force.

fortune (trait) PC 401

free-hand (weapon trait) PC 282

Gargantuan (size) PC 421–424

gnome (trait) A creature with this trait is a member of the gnome ancestry. Gnomes are small people skilled at magic who seek out new experiences and usually have low-light vision. A weapon with this trait is created and used by gnomes. 168, **182–185**

goblin (trait) A creature with this trait is a small, frantic goblinoid. Goblins tend to have darkvision. A weapon with this trait is created and used by goblins. 168, **186–189**

grapple (weapon trait) PC 282

guns 50–51

halfling (trait) A creature with this trait is a member of the halfling ancestry. These small people are friendly wanderers considered to be lucky. An item with this trait is created and used by halflings. 168, **190–193**

Healer section 60–65

healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.

hobgoblin (trait) A creature with this trait is a tall goblinoid. Hobgoblins tend to have darkvision. An ability with this trait can be used or selected only by hobgoblins. An item with this trait is created and used by hobgoblins. 168–169, **194–195**

holy (trait) Effects with the holy trait are tied to powerful magical forces of benevolence and virtue. They often have stronger effects on unholy creatures. Creatures with this trait are strongly devoted to holy causes and often have weakness to unholy. If a creature with weakness to holy uses a holy item or effect, it takes damage from its weakness. PC 36

Huge (size) PC 421–424

human (trait) A creature with this trait is a member of the human ancestry. Humans are a diverse array of people known for their adaptability.

human cultures 170–171

humanoid (trait) Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.

illusion (trait) Effects and magic items with this trait involve false sensory stimuli. PC 301

impulse (trait) The primary magical actions kineticists use are called impulses. You can use an impulse only if your kinetic aura is active and channeling that element, and only if you have a hand free to shape the elemental flow. The impulse trait means the action has the concentrate trait unless another ability changes this. If an impulse allows you to choose an element, you can choose any element you're channeling, and the impulse gains that element's trait.

incapacitation (trait) An ability with this trait can take a character completely out of the fight, even kill them, but it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's rank treats the result of their check to prevent being incapacitated by the spell as one degree of success better, or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait,

a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.

invested (trait) A character can wear only 10 magical items that have the invested trait. None of the magical effects of the item apply if the character hasn't invested it, nor can it be activated, though the character still gains any normal benefits from wearing the physical item (like a hat keeping rain off their head). GMC 219

jousting (weapon trait) PC 282

kholo (trait) A creature with this trait is a member of the kholo ancestry. Kholos are humanoids that resemble hyenas. An item with this trait is created and used by kholo. 169, **196–197**

kickback (weapon trait) 50

kobold (trait) A creature with this trait is a member of the kobold ancestry. Kobolds are reptilian humanoids who are usually Small and typically have darkvision. 169, **198–199**

Laborer section 66–71

Large (size) PC 421–424

leshy (trait) A creature with this trait is a member of the leshy ancestry. These small plant or fungus creatures are humanoid in form. A weapon with this trait is created and used by leshies. 169, **200–203**

light (trait) Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness. PC 301

linguistic (trait) An effect with this trait depends on language comprehension. A linguistic effect that targets a creature works only if the target understands the language you are using.

lizardfolk (trait) A creature with this trait is a member of the lizardfolk ancestry. Lizardfolk are a family of reptilian humanoids. An item with this trait is created and used by lizardfolk. 169, **204–205**

low-light vision (sense) See in dim light as though it were bright light. PC 433

mages Mystics and Scholars sections 96–107, 138–145

magical (trait) Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical.

manipulate (trait) You must physically manipulate an item or make gestures to use an action with this trait. Creatures without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions.

Martial Artist section 72–75

Maverick section 76–81

Medium (size) PC 421–422

mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.

Mercenary section 82–87

merfolk (trait) These aquatic humanoids have an upper body similar to a human and a lower body similar to a fish.

merfolk adjustments 151

Military section 88–95

minion (trait) PC 301

misfortune (trait) PC 401

modular (weapon trait) 50

morph (trait) PC 301

move (trait) An action with this trait involves moving from one space to another.

Mystic section 96–107

nobility Courtier section 12–17

nonlethal (trait) An effect or weapon with this trait is nonlethal. Damage from a nonlethal effect or weapon knocks a creature out rather than killing it. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty. PC 407

NPCs by level 232–234

occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical. PC 299

Official section 108–123

oil (trait) Oils are magical gels, ointments, pastes, or salves that are typically applied to an object and are used up in the process. GMC 257

orc (trait) A creature with this trait is a member of the orc ancestry. These green-skinned people tend to have darkvision. An item with this trait is created and used by orcs. 169, **206–209**

organizations 222–225

overflow (trait) Powerful impulses temporarily overdraw the energy of a kineticist's kinetic gate. When you use an impulse that has the overflow trait, your kinetic aura deactivates until you revitalize it (typically with Channel Elements). Extinguishing your element this severely is taxing, and consequently, you can use only one overflow impulse per round, even if you reactivate your kinetic gate.

parry (weapon trait) PC 282

Performer section 124–131

pet and familiar abilities 216

plant (trait) Vegetable creatures have the plant trait. They are distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way. Effects that manipulate plants have no effect in an area with no plants.

poison (trait) An effect with this trait delivers a poison or deals poison damage. An item with this trait is poisonous and might cause an affliction.

polymorph (trait) PC 301

prediction (trait) Effects with this trait determine what is likely to happen in the near future.

primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical. PC 299

Primalist section 132–137

ratfolk (trait) A creature with this trait is a member of the ratfolk ancestry. Ratfolk are humanoids who resemble rats. 169, **210–211**

reach (weapon trait) PC 283

relationships and advancement 226–229

revelation (trait) Effects with this trait see things as they truly are.
ritual An involved spell that takes a long time to cast. PC 389–395
sailors Seafarer section 146–151
scatter (weapon trait) 50
Scholar section 138–145
scrying (trait) A scrying effect lets you see, hear, or otherwise get sensory information from a distance using a sensor or apparatus, rather than your own eyes and ears.
Seafarer section 146–151
shove (weapon trait) PC 283
silver (material) Shiny metal dangerous to devils and werecreatures.
Small (size) PC 421–422
soldiers Military section 88–95
sonic (trait) An effect with the sonic trait functions only if it makes sound, meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage.
specialist level 5
spell PC 297–303
  constant spell 4, 230
  innate spell 4, PC 298–299
  themed spell lists 220–221
spellshape (trait) Actions with the spellshape trait tweak the properties of your spells. These actions usually come from spellshape feats. You must use a spellshape action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the spellshape action. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself. PC 302, PC2 133, 149, 174
spirit (trait) Effects with this trait can affect creatures with spiritual essence and might deal spirit damage. A creature with this trait is defined by its spiritual essence. Spirit creatures often lack a material form.
staff (trait) This magic item holds spells of a particular theme and allows a spellcaster to cast additional spells by preparing the staff. 81, GMC 278
stance (trait) A stance is a general combat strategy that you enter by using an action with the stance trait, and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.
subtle (trait) A spell with the subtle trait can be cast without incantations and doesn't have obvious manifestations.
sweep (weapon trait) PC 283
talisman (trait) A talisman is a consumable that must be affixed to an item. GMC 263, PC2 305
teleportation (trait) Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation does not usually trigger reactions based on movement.
templates ancestry adjustments; see adjustments for other sets of adjustments. 168–169
tengu (trait) A creature with this trait is a member of the tengu ancestry. Tengu are humanoids who resemble crows. An item with this trait is created and used by tengu. 169, **212–213**
tethered (weapon trait) 204
thrown (weapon trait) PC 283
Tiny (size) PC 421–422
trap (trait) A hazard or item with this trait is constructed to hinder interlopers.
trip (weapon trait) PC 283
tripkee (trait) A creature with this trait is a member of the tripkee ancestry. Tripkees are a family of froglike humanoids. An item with this trait is created and used by tripkees. 169, **214–215**
troop (trait) A troop is an organized collection of component creatures, typically Small or Medium in size, working as a cohesive whole. Over the course of enough attacks and downed comrades, troops shrink in size. A troop typically has the troop defenses and troop movement abilities, and most troops have weaknesses to area damage and splash damage. Because they consist of multiple discrete creatures, they can't be summoned.
  running troops 7
undead (trait) Once living, these creatures were infused after death with void energy and unholy magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by vitality energy and are healed by void energy, and don't benefit from healing vitality effects.
unholy (trait) Effects with the unholy trait are tied to powerful magical forces of cruelty and sin. They often have stronger effects on holy creatures. Creatures with this trait are strongly devoted to unholy causes, and often have weakness to holy. If a creature with weakness to unholy uses an unholy item or effect, it takes damage from its weakness. PC 36
Villain section 152–165
visual (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.
vitality (trait) Effects with this trait heal living creatures with energy from the Forge of Creation, deal vitality energy damage to undead, or manipulate vitality energy.
void (trait) Effects with this trait heal undead creatures with void energy, deal void damage to living creatures, or manipulate void energy.
wand (trait) A wand contains a single spell which you can cast once per day. 81, GMC 282
water (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a connection to magical water.
weak adjustments 5
wood (trait) Effects with the wood trait conjure or manipulate wood. Those that manipulate wood have no effect in an area without wood. Creatures with this trait consist primarily of wood or have a connection to magical wood.

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